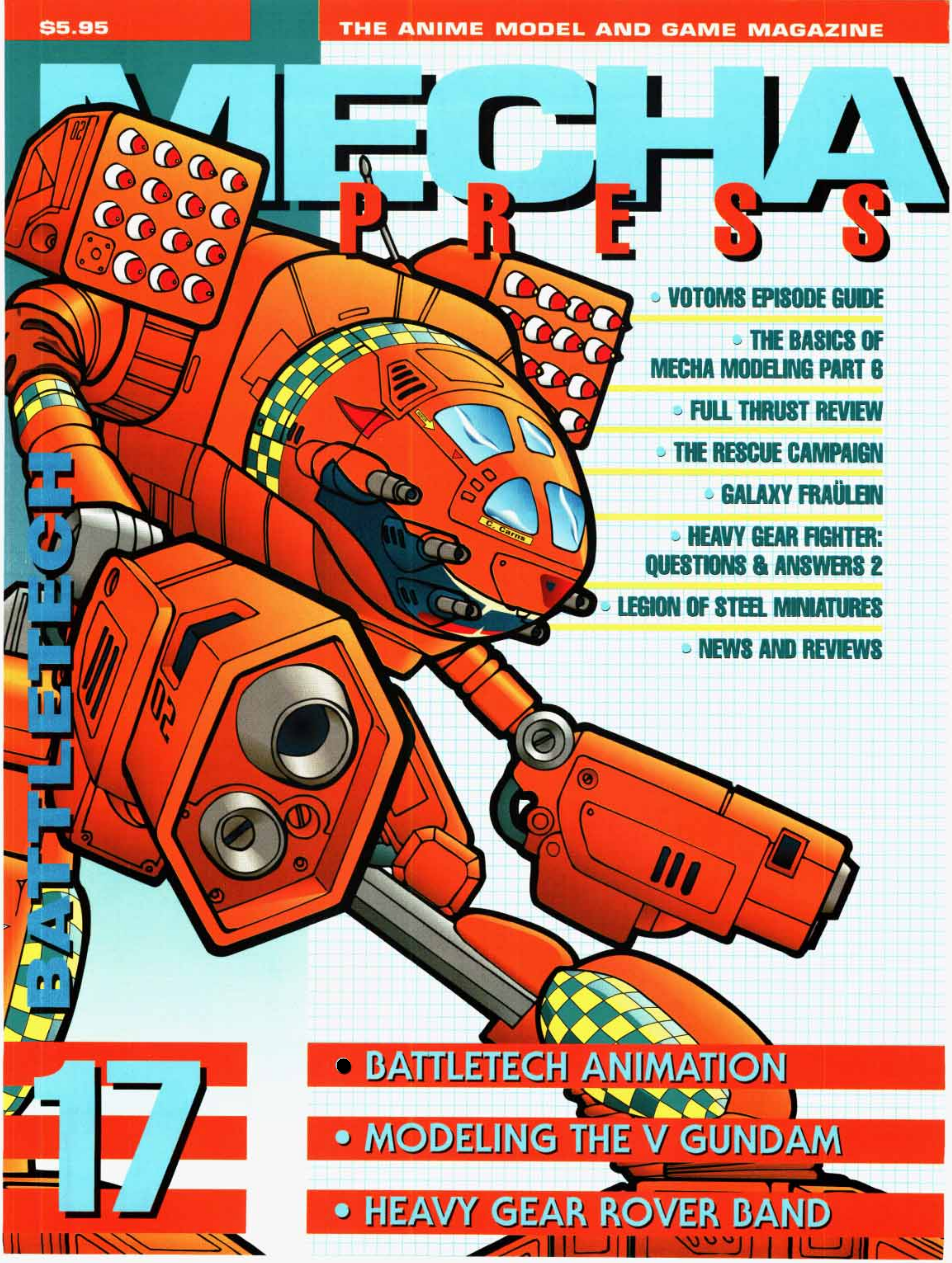
$5.95

THE ANIME MODEL AND GAME MAGAZINE

MECHA PRESS



- VOTOMS EPISODE GUIDE
- THE BASICS OF MECHA MODELING PART 8
- FULL THRUST REVIEW
- THE RESCUE CAMPAIGN
- GALAXY FRAÜLEIN
- HEAVY GEAR FIGHTER: QUESTIONS & ANSWERS 2
- LEGION OF STEEL MINIATURES
- NEWS AND REVIEWS

BATTLETECH

17

- BATTLETECH ANIMATION
- MODELING THE V GUNDAM
- HEAVY GEAR ROVER BAND

PROTOCULTURE ADDICTS PRESENTS

PROJECT A-KO THE ROLEPLAYING GAME

Project A-Ko™: The RPG is a sourcebook which includes the complete, easy-to-understand Silhouette-A™ rules as well as plenty of character occupations and background information.

Wackiness never looked so good as it does in this game. Your character cannot die, no matter what happens to you: you can be knocked out, only to pop up the next day, wrapped in cast and kilometers of bandages. This is undoubtedly one of the few games that rewards you for attempting silly stunts and harebrained plans.

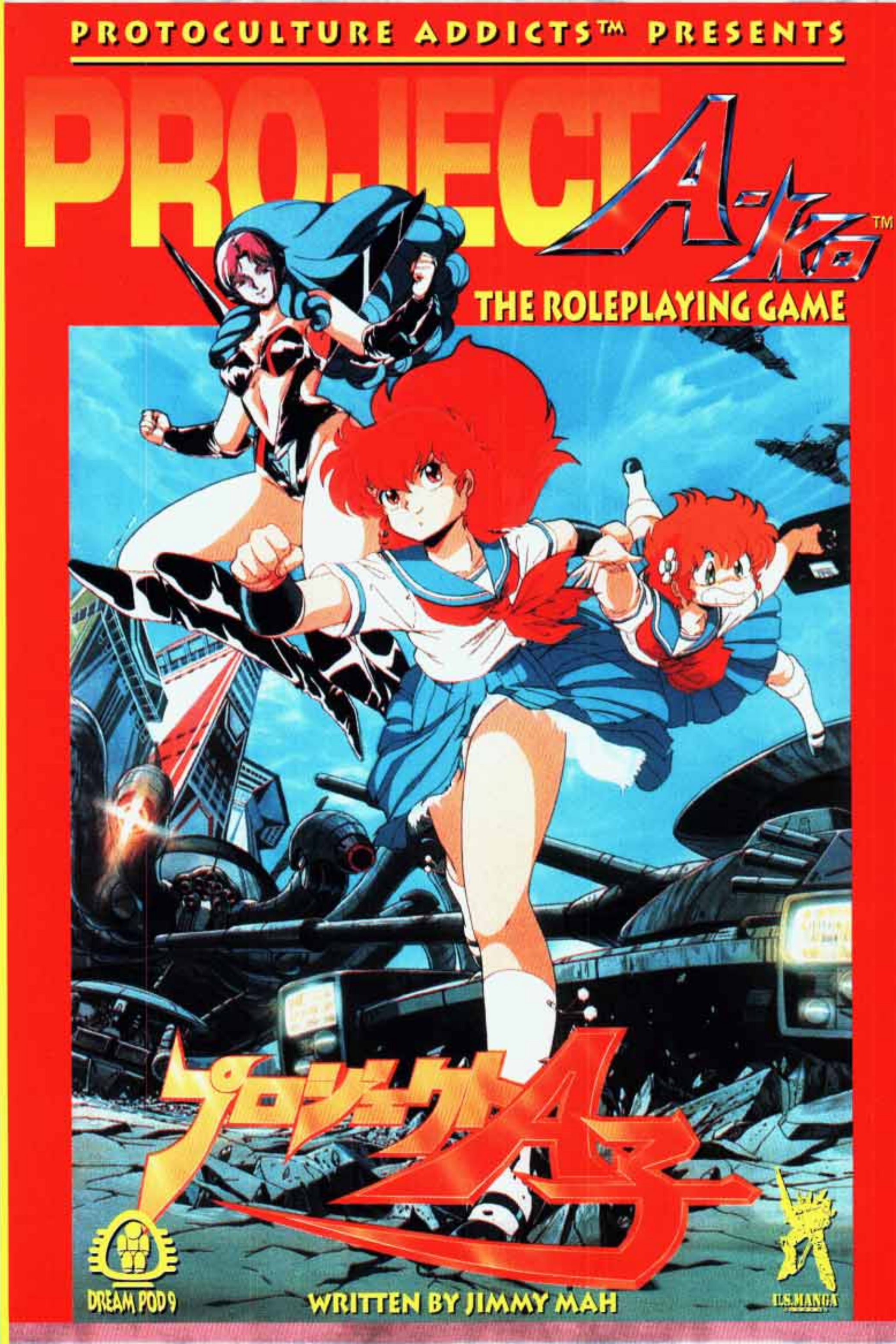
The book also includes the exciting new Anime Fighter™ combat card game that allows players to fight as only A-Ko or B-Ko can. The game is based on the Card Fighter™ game system (like HEAVY GEAR FIGHTER & VIDEO FIGHTER!) and features all the moves you saw in the movies, from Leaping Kick to Akagiyama Missiles! This fast-playing card game can be used with or without the rest of the book. These cards are not available anywhere else!

Suggested retail price: $24.95

For more information, write, fax or e-mail:

IANUS PUBLICATIONS, Inc.
5000 Iberville, Suite 332
Montreal, Quebec, Canada,
H2H 2S6
Fax: (514) 523-8680
E-mail: dp9@coffeehaus.com

NOW YOU CAN BE PART OF THE ADVENTURE



AVAILABLE IN STORES NOW

STAFF

Publisher/Art Director
Pierre Ouellette

Editor-in-chief
Marc-Alexandre Vézina

Production Staff

Dominique Durocher	Illustrator/Modeler/Writer
Martin Ouellette	Writer/Modeler
Ghislain Barbe	Illustrator
Marc-Alex Vézina	Writer/Modeler

Contributors

Jean Carrières	Writer
Richard Holman	Writer
Gene Marcil	Writer
Prabal Nandy	Writer
Ducan Scott	Writer/Modeler

Layout
Pierre Ouellette, Jeff Fortie, Élie Charest

Proofreading
Jean Carrières, Jimmy Mah

Translators
Miyako Graham, Daishi Saeki

Administration
Robert Dubois (advertising)
Claude J. Pelletier (distribution)

Photography
Dominique Durocher, Gene Marcil, Élie Charest
Duncan Scott, Marc-Alex Vézina

Linotronic/Color Separation
Typo Express, Inc

Printing
Payette & Simms, Inc

SUBSCRIPTION

(6 issues): $36 US, $38.52 Can (GST included), or $51 US oversea. Check or money-order must be drawn to IANUS Publications.
For a sample copy send $6.95 US, $7.44 Can (GST included), or $8.95 US oversea (Postage & Handling included).

IANUS PUBLICATIONS
5000, D'Iberville St., Suite 332,
Montréal, Qc., Canada, H2H 2S6

SPECIAL THANKS

Dany Gagnon	(LE VALET D'COEUR)
Scott Haring	(Steve Jackson Games)
Jon Tuffley	(Ground Zero Games)
Mike Pondsmith	(R. Talsorian Games)
Kevin Siembieda	(Palladium Books)
Derrick Villeneuve	(Global Games)
Sam Lewis	(FASA)
Jack Van Schaik	(Rafm)
Ron Downing	(GTC)
Cindy Rick	(TSR)
Tim Eldred	(VOTOMS Viewer's Guide)

CONTENTS

EDITORIAL

AMERICA'S MECHA 4

THIS MONTH

HISTORY OF BTECH 5

MECHA-PRESS REGULARS

MECHA-PRESS NEWS 6
SENSORY FEEDBACK 49

BATTLETECH THE ANIMATED SERIES

OVERVIEW 8
EPISODE LISTING 9
CHARACTER FILES 10
MECHA FILES 13

ANIME STORY

GALAXY FRAULEIN 16
VOTOMS SYNOPSIS EPISODES 25-28 25

MECHA MODELING

MODELING THE VICTORY GUNDAM 22
LEGION OF STEEL MINIATURE REVIEW 30
THE BASICS OF MECHA MODELING, PART 6 32

MECHA GAMES

COMIC BOOK REVIEW 21
HEAVY GEAR FIGHTER: GAME'S OVERVIEW 26
FULL THRUST GAME REVIEW 37
HEAVY GEAR: BIOGRAPHY OF A ROVER 38
THE RESCUE CAMPAIGN 38
BATTLETECH: MUSCATECH SHIELD RULES 46

MECHA-PRESS N°17 March/April 1995. The mecha/gaming magazine. Published bimonthly by IANUS PUBLICATIONS, 5000 D'Iberville St., Suite #332, Montreal, Quebec, Canada H2H 2S6. Fax: (514) 523-8680. Internet: dp9@coffeehaus.com.

Mecha-Press is ©1995 by IANUS PUBLICATIONS. The copyrights and trademarks mentioned herein are the property of their respective owners. Mecha-Press acknowledges the creators and copyrights holders of the materials mentioned or pictured herein, and does not seek to infringe on their rights. All rights to articles/artwork revert to their respective writers/artists upon publication. Contributors are responsible for their views which are not necessarily those of Mecha-Press. No part of this magazine can be reproduced without permission from the publisher, except for review purposes.

Legal deposit at the National Library of Quebec
Legal deposit at the National Library of Canada

Printed in Canada
ISSN 1183-5443

EDITORIAL

AMERICA'S MECHA

by Marc-Alexandre Vézina

The announcement of the **Battletech** animation a while ago caused quite a stir among anime and mecha enthusiasts. Some hoped for an American version of Japanese mecha shows, others dismissed it entirely as hype, others still condemned it outright as shameless merchandizing. Most just shrugged and waited.

Now Battletech has been on our television screen for more than a few months. In fact, by the time you read this, the first season of thirteen episodes will have run its course and the production staff will be awaiting the decision: cancellation or second season. The show has caused many reactions among Battletech fans, several of them extremely negative.

The first and most often heard comment concerns the quality of the animation itself. It would seem that many expected anime-like drawings with fluid battle scenes. Unfortunately, such animation is very costly to produce. We often forget that Japanese anime is most often made nowadays by large studios funded by wealthy corporations (Bandai, for example). These companies are assured of recouping their investment through merchandizing sales to a mecha-crazed public. In North America, mecha are still only thought off as "That's a Transformer, right?", unfortunately — no offense intended to **Transformers** fans out there, of course.

The second most often heard critique is about the exactitude of the animation's background. While it is true that many liberties where taken with the history of the Battletech universe, none of these changes radically modify the game play itself. Does it matter if the Draconis Combine's *Mauler* prototype is now the assault 'mech of choice in the Successor States? Is it so important to know whether General Kerenski or his son Nicholas formed the Clans? At worst, it makes the integration of the animated series and the game somewhat difficult, but at least new players brought over by the TV show can easily correct their misconceptions by talking with long-time players or referring to the game books. "Take two Technical Readouts with milk and call me back in the morning!"

While the dialog and scripts are sometimes poor or just average, this is one of the first attempts at a truly North American mecha show (along with competitor and excellent TV series **Exo-Squad**). It has the huge task of making giant 12-meter battle robots as believable to the general public as they are to us mechaheads. Not an easy task to be sure. If shows like **Battletech** and **Exo-Squad** can prove that war stories with giant robots can be interesting (hell, fascinating!), then maybe we'll see original North American shows with Japanese quality in the near future.

Let's not give up already — voice your opinion!

Marc-Alexandre Vézina

CREDITS & COPYRIGHTS

ARMORED TROOPER VOTOMS © Nippon Sunrise Inc., 1983-89; Votoms models are produced by Takara. The VOTOMS VIEWER'S GUIDE by Tim Eldred (©1989 Tim Eldred) was an essential reference aour synopses.

BATTLETECH is ® & © 1988/93 FASA Corporation. All Rights reserved. Figurines are made by Ral Partha Entreprises, Inc. BATTLETECH FALL-OUT is published by Malibu Comics.

FULL THRUST © 1992 J.M. Tuffley and Ground Zero Games.

GALAXY FRAULEIN © 1992 Hudson Soft & Red.

GHOST IN THE SHELL © 1991 Masamune Shirow and Kodansha Ltd. All right reserved. English translation and lettering © 1995 Studio Proteus and Dark Horse Comics, Inc. Published in USA by Dark Horse Comics.

GUNDAM © Sunrise. Models are made by Bandai.

HEAVY GEAR, **HEAVY GEAR FIGHTER** & **SILHOUETTE** © & ™ 1994 Dream Pod 9. All Rights Reserved.

LEGION OF STEEL © Global Games.

MACROSS II © 1992/ 1993 & ™ by Hero Communications/ Big West/ Macross II Project. Exclusively licensed throughout the USA and Canada by LA Hero/US Renditions. MACROSS II: THE MICRON CONSPIRACY is published by Viz Comics. MACROSS II RPG © 1994 Kevin Siembieda.

MECHA!™ & **COMBAT!** ® & © 1991 by Seventh Street Games.

MEKTON II © Mike Pondsmith, 1990 and ™ R. Talsorian Games, Inc. Figurines are made by RAFM.

THUNDERBIRDS © 1993 ITC Entertainment Group Ltd.

Cover art

Alexandre Racine	pencil
Dominique Durocher	ink & color

Illustrations

Ghislain Barbe	27, 32, 38-40
Normand Bilodeau	13-16, 33-34, 45-49
Dominique Durocher	8
Alexandre Racine	8

Other illustrations from:

21st CENTURY VISIONS (by Derek Meddings, publ. by Paper Tiger): 29, 51, 108	42-44
B-CLUB 84: 84-86; 85: 78	17-18
BATTLETECH: INVADING CLANS (FASA): cover	5
BATTLETECH: JADE FALCON SOURCEBOOK (FASA): cover	12
FULL THRUST (by J.M. Tuffley, publ. by Ground Zero): 32	37
HOBBY JAPAN 9-93: 20; 8-94: 55; 9-94: 2, 45 7, 16, 18, 22	
ROBOTECH: RDF MANUAL: 43	7

All other illustrations cames from promotional artwork, cover art or directly from the animation (video grab).

BATTLETECH: A SHORT HISTORY

By Marc A Vezina

In 1984, designers at FASA Corporation came up with a new game which featured giant robots trying to pound the snot out of each other in a feodal society spiralling toward barbarism. The very first edition of the game was then called Battledroid, which was soon changed to Battletech to avoid confusion with Lucasfilm's "Droid" trademark. This new Battletech board game was introduced in 1985. Unknown to the designers, it was the start of an adventure of epic proportions.

Battletech is a fictional universe set in the early 31st century. Centuries after the fall of the powerful Star League, a bitter civil war is still being waged by a number of great ruling families called the Houses, which each preside over one realm. Each House seeks to control the others in the hope of reforming a new Star League under its guidance. The situation is further complicated by the return of the exiled Star League Armed Forces in the form of conquering warrior Clans.

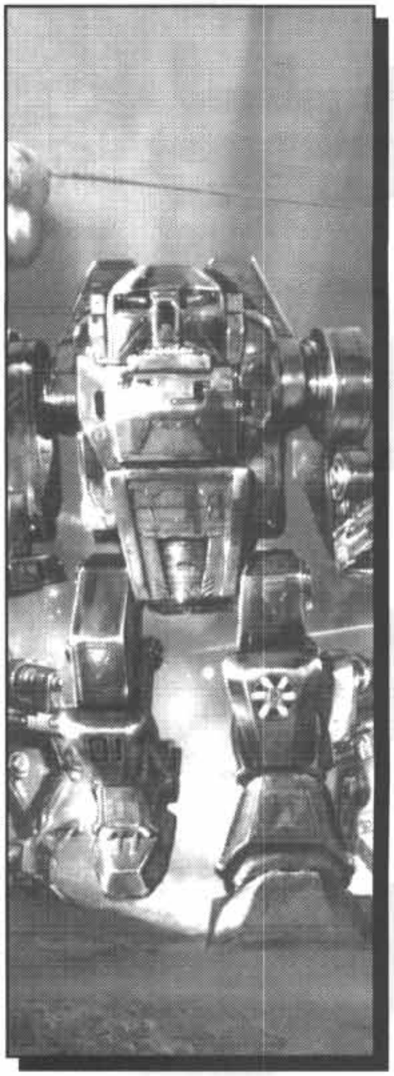
The first boardgame was so successful that it spawned a number of subsequent related products, such as **Citytech** (1985), **Mechwarrior: the Battletech RPG** and Aerotech (1986), **Battleforce** and **Succession Wars** (1987) and **Battletroops** (1989). In addition, numerous supplements giving further detail on the background also appeared during this time (nearly 75 books total at last count). Novels and software were also created and marketed.

The overwhelming success of the original **Battletech** games led to the development, in 1987, of a new company specialized in simulating **Battletech** adventures through computer technology. The company was Virtual World Entertainment (VWE). Over the next three years, VWE perfected a real-time simulator system that allowed people to see what it was like to pilot a Battlemech. The enterprise was wildly successful, and VWE centers are now opening across the country.

Faced with such unprecedented success, FASA started making plans for a possible televised series and supporting toy line as early as late 1989. Little progress was made until 1993, however. After unsuccessful negotiations with Playmate, FASA finally gave the toy license to Tyco, while the televised series was to be produced by Saban Entertainment (well-known for its X-Men and other animated series). Design and pre-production took the rest of 1993 and most of 1994 (for more detail on this, turn to page 8). The series was first aired in syndication on September 7th, 1994, the culmination of several years of preparation. The toys reached the shelves just in time for Christmas 1994, even though the series had not been seen everywhere in the United States yet.

The show ran into some unexpected difficulties when one of the nine studios hired to animate the footage failed to provide its sections on time, causing massives production delays and a scrambled airing schedule. In the space of a single weekend, producer Kurt Weldon and his team whipped up a composite episode made up of bits and parts of the five previous ones. The famous Episode 5-A, "No Guts, No Galaxy", was thus born. Not part of the original run of 13 episodes, it was a stop-gap measure that will not be seen again.

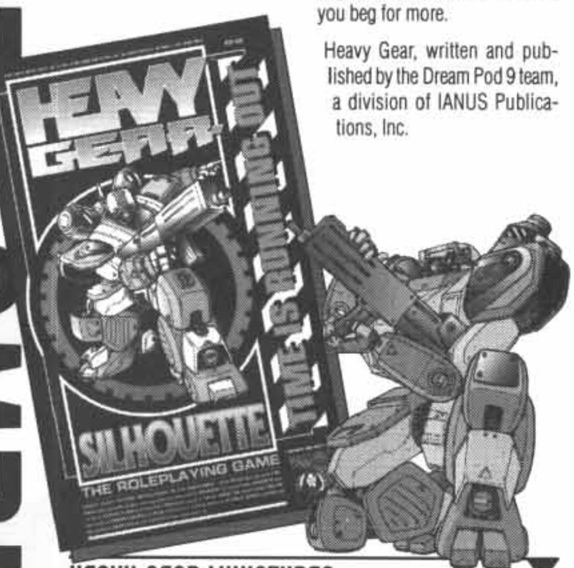
Now that the first season of 13 episodes has run its course, the designers at FASA Corporation are already throwing ideas around for the second season. In addition, the long-awaited **Battletech: the Movie** is now in the pre-production stage and is expected to reach theatres somewhere in 1996. It seems the **Battletech** universe will be around for quite sometime...



HEAVY GEAR: IT'S COMING!

The long-awaited **Heavy Gear** rulebook will finally be available early this summer. The 200+ page manual contains full roleplaying, tactical, tabletop and Card Fighter™ rules, all you'll ever need to play! The book is lavishly illustrated and laid out in an easy-to-read, easy-to-use format that will make you beg for more.

Heavy Gear, written and published by the Dream Pod 9 team, a division of IANUS Publications, Inc.

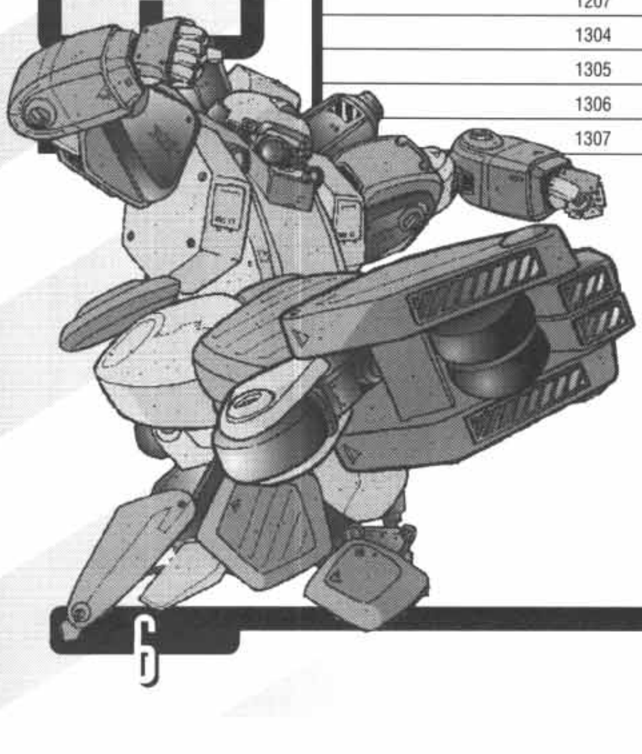


HEAVY GEAR MINIATURES

The official Heavy Gear miniatures are here! Manufactured by Rafm and sculpted by Stephen Koo, these highly detailed 1/100 scale, multi-part gaming pieces should be very, very hot in 1995. Watch for the distinctive black and orange packages at a retailer near you.

The second release will include:

1204	Cheetah
1205	Strike Cheetah
1206	Grizzly
1207	Assault Grizzly
1304	Iguana
1305	Blitz Iguana
1306	Spitting Cobra
1307	Striking Cobra



HEAVY GEAR FIGHTER

HGF: Weapons & Equipment™ is the first **Heavy Gear Fighter** expansion set. It contains two decks of 36 cards each: one for the Weapons, one for the Equipment. The rulebook included with the expansion set details two methods to use either one of the decks. It also includes the long-awaited multi-player rules. Now, with this expansion set, people can play HGF with as many people as they want.

Packaged in a plastic video box, the card game contains a detailed rulebook and 72 playing cards, all in full color on quality stock. You must already own a copy of **Heavy Gear Fighter: Showdown In The Badlands™** to use this expansion set. For players and card collectors. **HGF: Weapons & Equipment™** is in stores now.

Ages 12 and up. Designed by Jean Carrières. Full color cards (format 2"x3"). Prod.# ICF-03, $24.95

HEAVY GEAR
WEAPONS & EQUIPMENT
MULTI-PLAYER RULES INSIDE
FIGHTER
HGF EXPANSION SET ONE

GUNDAM WING

A new **Mobile Suit Gundam** television series is on the way. Called **Kido Senshi Gundam W** (W stands for "Wing"), the new show follows the exploits of a group of five young MS pilots. **Gundam W** starts in April.

GHOST IN THE SHELL

From SF master Masumune Shirow comes yet another epic and dystopian tale of politics, covert actions and high technology. Follow the adventures of Major Kusagani and her team of Internal Affairs operative in a cyberpunkish society where nothing is what it seems.

GHOST
IN THE SHELL
MASAMUNE SHIROW

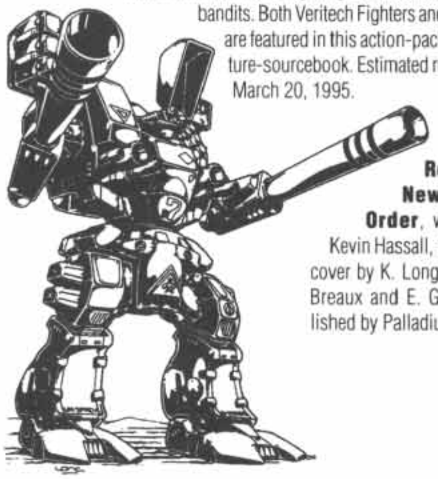
The translated **Ghost in the Shell** is brought to North America by Dark Horse Comics. The book features, for the first time ever, Shirow's original color pages, retouched, lettered and color-corrected. The 8-issue mini-series (48 pages per book) starts in February and retails for $3.95 ($5.55 Can) per book.

Ghost in the Shell, art and story by Masumune Shirow, translated by F. Schodt and T. Smith, published by Dark Horse Comics.

PALLADIUM BOOKS

● ROBOTECH: NEW WORLD ORDER

The RDF finds itself facing RDF traitors and must fight their own Destroids to stop a madman's bid to conquer the African Sector. Other conflicts involve fighting Zentraedi terrorists and bandits. Both Veritech Fighters and Destroids are featured in this action-packed adventure-sourcebook. Estimated release date March 20, 1995.



Robotech: New World Order, written by Kevin Hassall, 112 pages, cover by K. Long, art by W. Breaux and E. Geier, published by Palladium Books.

● UPCOMING PROJECTS

Watch for the following books in the coming months:

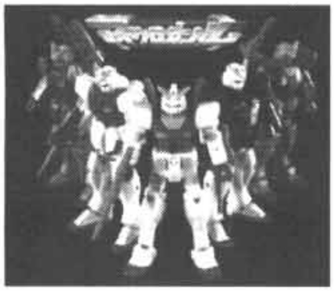
March	**Robotech: New World Order**
April	**Rifts Undersea**
June	**Robotech Strike Force**
August	**Rifts** Hardbound Edition **Rifts South America Two**

(from Palladium Books Press Release)

BANDAI'S MICRO GUNDAM

Bandai Corporation is releasing a new line of small scale models for Gundam. The Micro Gundams, as the line is called, stand about 80 millimeters tall (3.125") and come pre-assembled in individual boxes. They are molded in color and require only minimal assembly. Ball-joints give them exceptional mobility, making the Micro Gundams perfect for use as gaming miniatures.

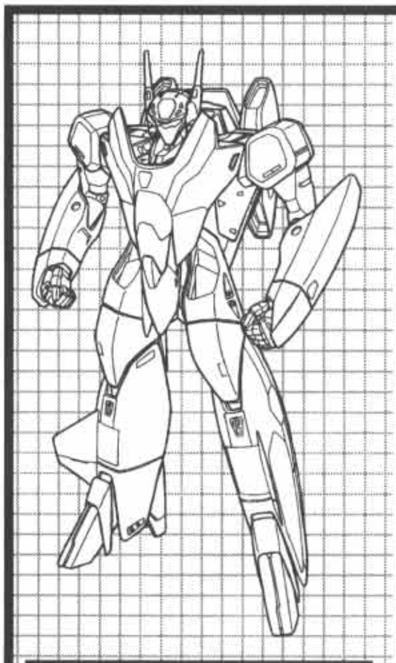
The first release include the RX-78 Gundam, Victory Gundam, FA-78 Gundam, and many more. A full line of Zakus and Zakus variants is also available. Planned future releases include RX-77 Guncannon, MS-07 Gouf, GP-01 and GP-03 Gundam and flatbed transport trucks.



VERY HEAVY METAL

Global Games is releasing a tabletop version of their **Legion of Steel** boardgame this summer. And to make sure the rulebook won't be alone on the shelves they are releasing a whole bunch of new miniatures to go along with it.

Probably most impressive among the new releases are the Colossus, extra-large walker vehicles bristling with weaponry. Each miniature weights an amazing **1 kilogram** (that's 2.2 pounds) and is made up of sixteen (16) pieces. Available in lead (Canada) or pewter (USA) versions, the Colossus will retail for projected $35 US/Can! The prototype Colossus miniature in the picture below is the UNE Superfortress.



Please don't forget to include your zip code and phone number when mail ordering.

Sci-Fi ANIME

5966 Monkland Ave.
Montreal, Quebec
H4A 1G8
Tel.: (514) 482-7844

We have a good selection at the best price for plastic model kits in Montreal.

Such as:
Gundam, Macross, Dunbine, Garage Kits and more.
PLUS we carry manga / video english translated and superheroes comic books. ALSO carrying all IANUS Japanese related products.

Store Hours:
Mon - Wed 1100 - 1800
Thu - Fri 1100 - 2000
Sat 1000 - 1800
Sun 1200 - 1700

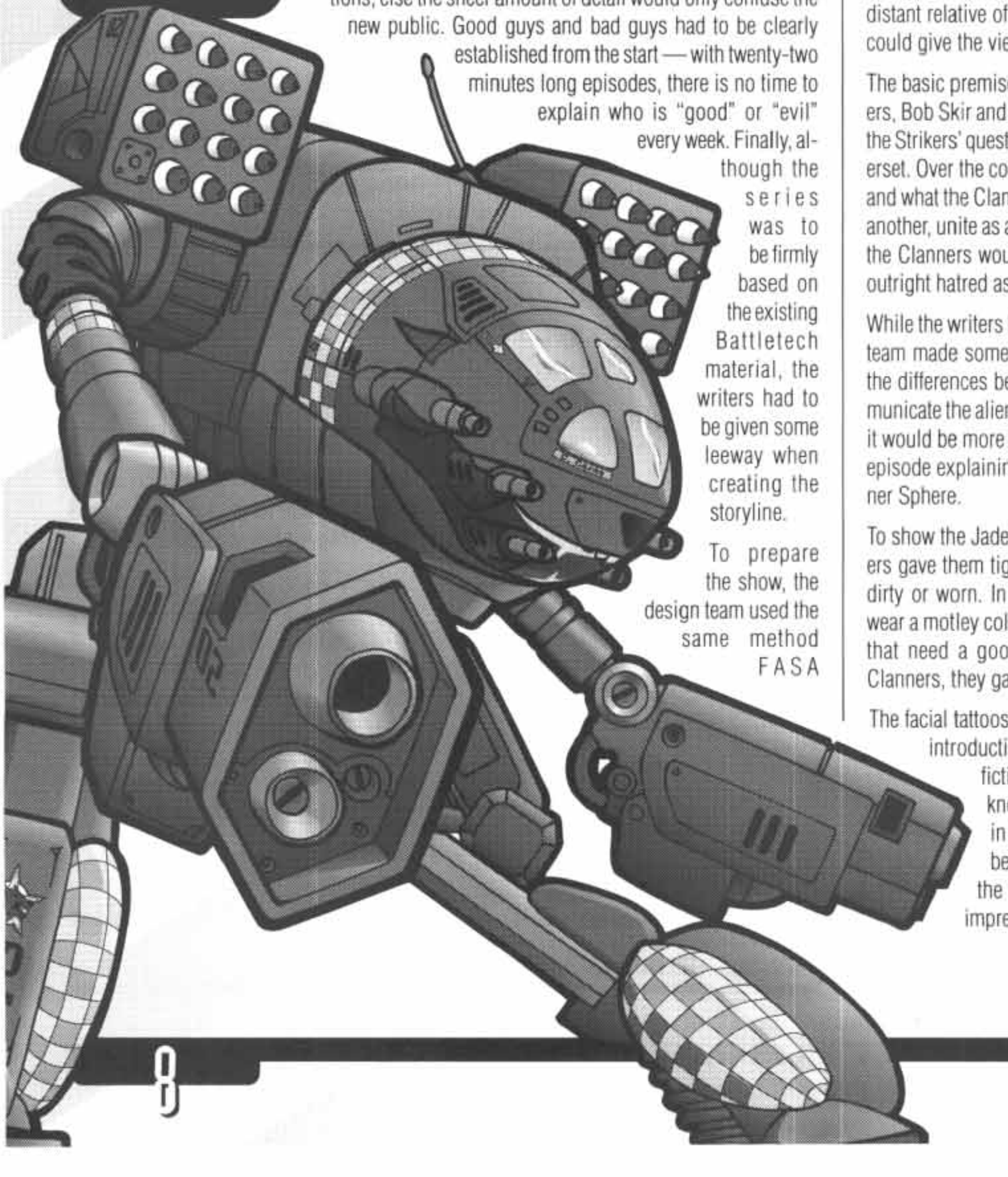
BATTLETECH SHOW OVERVIEW

By Marc A. Vezina

In late 1993, FASA Corporation started work on an ambitious new project: an animated TV series about the Battletech universe. Battletech was FASA's great success, a decade-old space opera of epic proportions. Millions of words have been published about it through several media such as games, novels, software, etc. and the storyline cover nearly 30 years of active, ongoing history. It was time for Battletech to make the leap to mainstream media.

The design team had two main objectives in mind. They wanted to keep the show true to the existing Battletech universe, yet, they needed to produce a show that would appeal to the uninitiated viewer, most likely younger than the average Battletech player. This would inevitably bring some conflict that called for innovative solutions.

To meet these goals, a set of criteria was laid down. The team had to keep the story's focus to manageable proportions, else the sheer amount of detail would only confuse the new public. Good guys and bad guys had to be clearly established from the start — with twenty-two minutes long episodes, there is no time to explain who is "good" or "evil" every week. Finally, although the series was to be firmly based on the existing Battletech material, the writers had to be given some leeway when creating the storyline.



To prepare the show, the design team used the same method FASA uses when commissioning new novels: one person writes the novels about the major events (what FASA calls an "umbrella" novel — like the Warrior trilogy) and all subsequent novels and material then detail it by filling in smaller events. In the case of the animated series, they treated the whole Battletech line as the umbrella.

They then developed the storyline and characters. The bad guys were easy: a Crusader Clan was the perfect choice — in this case, the Jade Falcon Clan. Their single-minded purpose and alien mindset made them wonderful villains for the show. Creating the Inner Sphere opposition was more difficult. The team tried several variations, raiders, mercenaries, etc., before settling on the 1st Somerset Strikers. By setting the story at the beginning of the war in just one invasion corridor, the team limited the protagonists to just these two sides. Adding the multi-national Jumpship crew showed the animosity between the major Houses and their subsequent changes in attitude. Finally, by making the main character a distant relative of the Steiner ruling family, the design team could give the viewer a taste of Inner Sphere politics.

The basic premise was then turned over to the teleplay writers, Bob Skir and Marty Isenberg. They crafted a story about the Strikers' quest to retake their captured home planet, Somerset. Over the course of the show, they would discover who and what the Clans are, and overcoming their distrust of one another, unite as allies against the invader. At the same time, the Clanners would become divided by petty ambition and outright hatred as they clash with the Inner Sphere forces.

While the writers hammered out the story line, the rest of the team made some visual design choices. They exaggerated the differences between the Strikers and the Clans to communicate the alienness and power of the Clans. The team felt it would be more efficient than having the Strikers spend an episode explaining how different the Clans are from the Inner Sphere.

To show the Jade Falcon's unity and discipline, the designers gave them tight-fitting uniforms that never seem to get dirty or worn. In contrast, the Inner Sphere characters all wear a motley collection of baggy, ripped and frayed clothes that need a good washing. To further differenciate the Clanners, they gave them weird haircuts and tattoos.

The facial tattoos served another purpose: they allowed the introduction of computer graphics in the show. The fictional rationalization for what has become known as *Enhanced Imaging* already existed in the game module **Unbound**. The tattoos became neural pick-up circuitry that replaced the neuro-helmet and allowed the Clanners impressive control over their machines. By making the system dangerous and assuming that only the youngest, most aggressive warriors use it, the team connected it with previous fiction without major breaks in continuity.

The last big choices made concerned the Battlemechs used in the show. Although hundreds of models already exist in the fiction, only so many could be modeled in the computer in the time frame available. A few existing 'Mechs were selected and modified as needed, and a couple more show-specific machines were added. The choices necessitated a few storyline compromises in the background and appearance of the individual 'Mech. The best example of this is the infamous *Mauler*, which is, according to the **Technical Readout 3050**, a Kurita top-secret prototype. Yet, in the animation it seems that everybody operates one, even Federated Commonwealth soldiers! (See the *Mecha Files* for more explanations).

After the story line and general look of the show had been approved, existing 'Mechs and characters were reexamined and modified by Jordan Weisman, Charlie Fink and Kaaren Brown. Show producer Kurt Weldon and his staff generated models for all the characters, Battlemechs and setting. Scripts were worked out using events and plot hooks from existing **Battletech** material.

Many such plot hooks came from the novels and adventure modules. For example, Franklin Sakamoto came from Bob Charette's **Heir to the Dragon,** Ciro Ramirez was from Mike Stackpole's **Lethal Heritage**, and the escape of Victor Steiner-Davion was also featured in this novel. The SLDF military base known as Camelot Command was from the **Rhonda Snord's Irregulars** game module.

Some changes were made in the convention of normal **Battletech** reality to keep the show moving and conform to the limitation of the media. Entire planets were fought over by a handful of 'Mechs instead of complete battalions. Somerset fell in the first invasion wave rather than the second, and was "liberated" at the end of the first season. 'Mech battles had to be kept short and simple — however, this provided the opportunity to show the Clanners' superiority by having them dispatch enemy 'Mechs with one or two shots.

The characters and events of the animated series will be feeding back into the **Battletech** fiction. The aging Clan warrior Pytor is seen in Bob Thurson's **I am Jade Falcon** novel, and Adam Steiner and Co. will be making cameo appearance in future **Battletech** novels and products. The 1st Somerset Strikers are now part of the Battletech universe, ready to carry on the fight against the Clan invaders.

This text was adapted from the *Designer Notes* chapter in the Somerset Striker Sourcebook and discussions with FASA staffers. Many thanks to Bryan Nystul and Sam Lewis for their cooperation in this matter.

FIRST SEASON EPISODE LISTING

Episode 1:

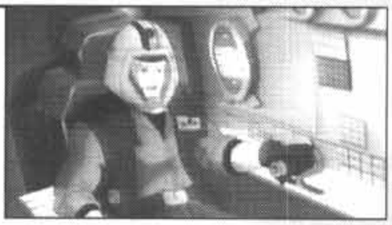
- **The Gathering Storm**

Somerset is conquered by Clan Jade Falcon. Adam Steiner's brother Andrew is captured. This first episode introduces the various characters of the show.

Episode 2:

- **Well Bargained and Done**

The Strikers go to the planet Dustball to recruit new members. After defeating a Clan invasion attempt, the Strikers gain a new member: Valten Ryder. Adam learns that his brother is still alive.



Episode 3:

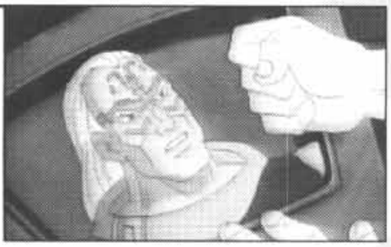
- **Warriors of Light and Steel**

The Strikers set down on Romulus for training, but are caught in the middle of a Clan invasion. The group is separated and Ciro is apparently killed while defending helpless farmers.

Episode 4:

- **Retribution**

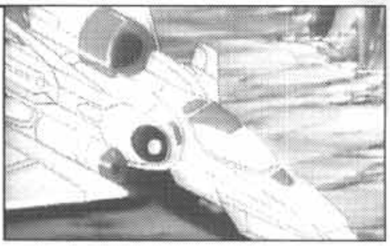
Stuck on Romulus, the Strikers resort to guerilla tactics to fight the Jade Falcons. Meanwhile, the captured Ciro is made a bondsman by Malthus. The Strikers manage to escape the planet, battered but leaving behind an organized rebellion.



Episode 5:

- **Trade Secret**

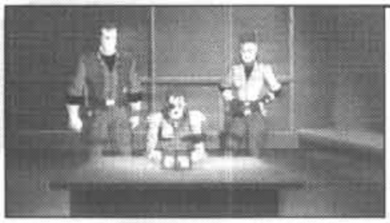
The Strikers hold a funeral for Ciro. They then head for Twycross, intent on stealing some Clan gear. They succeed in securing several Clan battlesuits as well as technical data. Ciro is distressed by the fact that no one tried to rescue him.



Episode 6:

- **Protect and Survive**

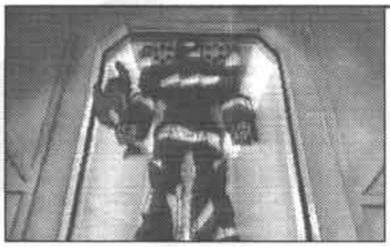
A mysterious Jumpship encountered in the Butler system transfer a passenger on the *Katana*, the Strikers' Jumpship. It is none other than Victor Steiner-Davion, who has just escaped from Trellwan. The Strikers return Victor to FedCom territory.



Episode 7:

• In the Belly of the Beast

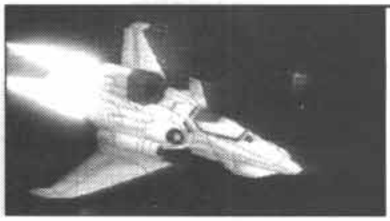
Ciro discovers more about the Clanners. Meanwhile, the Strikers try out some new experimental gear. The Clanners attempt to capture them, but fail; Star Captain Kristen Redmond is captured instead!



Episode 8:

• Bound by Honor

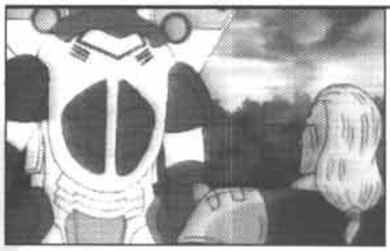
Malthus designs a plan to destroy the Strikers as they resupply in the Waldorff system. Ciro is fully accepted as a Clan Mechwarrior. Redmond tries to prove her worth by modifying the Strikers' machines with Clan imaging system, but ends up escaping.



Episode 9:

• Road to Camelot

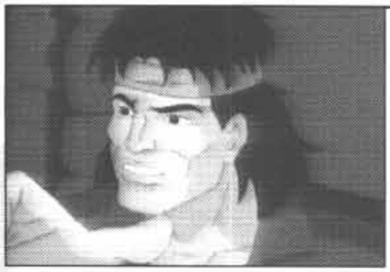
The Strikers discover a lost SLDF naval base in the Dark Nebula. A force from Clan Jade Falcon and another one from Clan Wolf try to take possession of the base and its technological treasures.



Episode 10:

• The Enemy of my Enemy

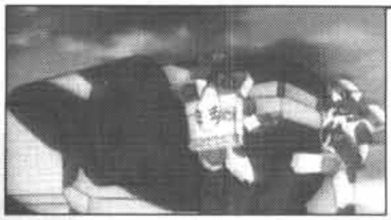
Malthus lays a trap for the Strikers by sending out a false message about Adam's brother, but by doing so disobeys a direct order from his superiors. The Strikers drop onto the planet Apollo and are confronted by both Malthus and the forces pursuing him.



Episode 11:

• Shadow Heir

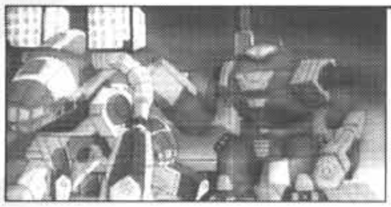
The captain of the *Katana* reveals himself as a spy for a rebel Combine movement and abduct Franklin. Franklin appears to be of noble birth, and is needed to lead a rebellion. The Strikers are trapped between the rebels and Kurita's dreaded Internal Security Force while trying to pull Franklin out.



Episode 12:

• Homecoming

The Strikers secretly drop on Somerset and try to discover the whereabouts of Adam's brother. Rallying the cadets, they launch a full-scale rebellion to retake Somerset's Military Academy.



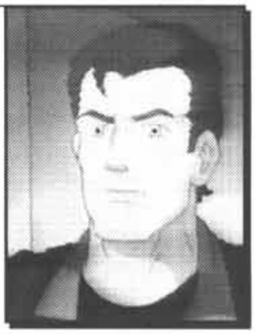
Episode 13:

• Trial of Possession

The battle for Somerset is progressing well. Adam and Malthus have a final showdown, first in their Battlemechs, then in hand-to-hand. The fate of Somerset is decided.

BATTLETECH CHARACTERS

• ADAM STEINER

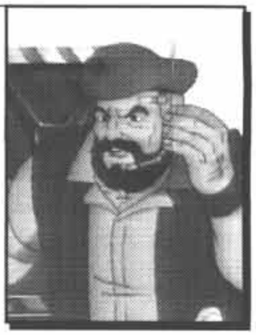


Rank: Major

A distant relative of the Steiner family, Adam Steiner is a native of the Federated Commonwealth world of Somerset. He graduated with honors from the Somerset Academy and was invited to become an instructor at the prestigious Nagelring Military Academy because of his innovative tactical skills. When the Clans captured Somerset, Adam formed a combat unit to liberate his home planet. He managed to get the equipment he needed by promising the Archon to do double-duty by gathering information on the Clan invader.

The combination of earning his current rank at his young age, his illustrious name and his lack of combat experience force him to work harder to prove himself to the soldiers under his command. As time passes and his multiple abilities are revealed, Adam manages to win the respect and admiration of the members of his motley combat unit.

• ZACHARY MILES HAWKINS

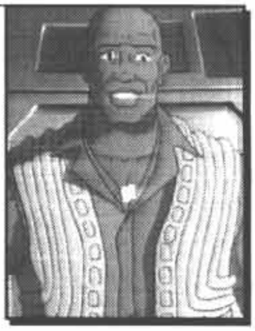


Rank: Major

"Hawk" Hawkins is a veteran Mechwarrior who has seen more combat than most people live to tell about. He now takes on special assignments for the Federated Commonwealth. Born on the world of Ryde, Hawk rose through the ranks through sheer dedication and hard work. He distrusts leaders who got their rank by social position and is initially distrustful of young Steiner's ability to command the unit.

Although his work took him everywhere in the Inner Sphere, Hawk remains close to his family. Gruff but good-natured, he values his comradeship with his fellow soldiers. He often takes upon himself to restore order in the unit, and his abilities as peacemaker are often tested to the limit by the Strikers.

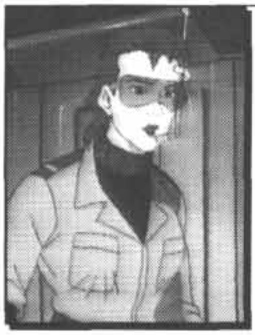
• VALTEN RYDER



Rank: Captain

A talented Mechwarrior, "Val" Ryder is a lovable scoundrel with a shady past. Rather than join the Commonwealth's army as seven generations of Ryders did, he became a mercenary. He joined a small unit called Monk's Marauders and spent a few years knocking around the Inner Sphere with his father's Battlemech, a serviceable Centurion. However, he soon ended up owning a lot of money to the wrong people, eventually working for a crime boss named Tybus on the planet Dustball to get his 'Mech back.

The Strikers were his one chance of escaping his debt-filled life, and he leapt at it. Though cocky, flashy and a bit selfish, Val would never let his fellow warriors down. Val has the boundless confidence of a smooth operator who takes the lowest put-down as a flirtatious comment.

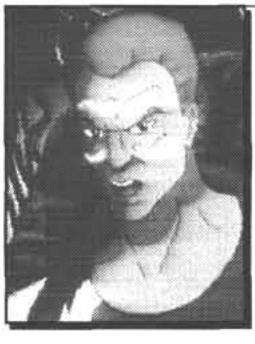


• RACHEL SPECTER

Rank: Lieutnant

As the tactical operations officer of the Strikers, Rachel Specter occupies a unique position in the FedCom military. Together, she and Adam Steiner developed a tactical strategy based on constant information gathering. In effect, she is the Strikers' eyes and ears in battle. She is an expert at sorting out battle data and other useful information out of a mass of seemingly random signals.

Like Adam, Rachel trained at the Somerset Academy were they grew to be close friends. As they served together, they became even closer, much like brother and sister, each sharing his innermost thoughts with the other. No one knows why she always wears a glove on her right hand. Members of the unit postulate that the glove hides scars from an old incident that she is reluctant to talk about.

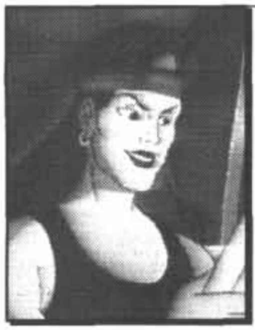


• CIRO RAMIREZ

Rank: Lieutenant/Mechwarrior

The son of a minor noble, Ciro is an arrogant idealist with unfortunate convictions. While he values courage and honor, he refuses to see these qualities in anyone not born of a good family. When the world proved him otherwise, he compensated by clinging even harder to his convictions. He idolizes the lost Star League, seeing it as the perfect society where the wise nobility ruled over the vast mass of lesser humanity. His most precious possession is a Star League Order of the Star medal given by General Kerensky to one of his ancestors.

After his graduation — he was in the same class as Victor Steiner-Davion — he was assigned to training duty under Adam Steiner. Deeply hurt by this perceived slight of his abilities as a warrior, Ciro carries a constant grudge against the Strikers and the Federated Commonwealth in general.



• KATIANA KYLIE

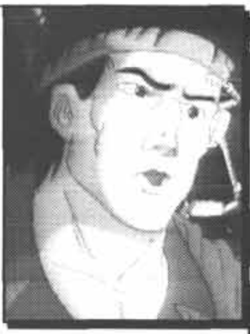
Rank: Cadet

Kate Kylie always wanted to fly. Growing up in a small Somerset town, she demonstrated early exceptional reflexes and an amazing natural talent for piloting. Though she dearly loved her home and family, she wanted to travel, and so enlisted in the army of the Federated Commonwealth. She found herself at the Nagelring where she became the student of another Somerset native, Major Adam Steiner.

Young, brash and eager, Kylie is a brilliant aerojock and a commander's nightmare. She just loves danger and is very impulsive. Emotional and intense, she'd rather act *now.* When she was refused a place in the newly-formed Somerset Strikers, Kylie forged false orders to get aboard regardless. She only avoided a court-martial by saving the unit from an untimely demise.

• FRANKLIN SAKAMOTO

Rank: none

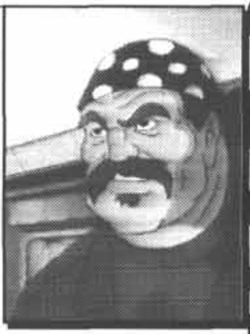


Franklin is the illegitimate son of Warlord Theodore Kurita and an ISF agent named Kathleen Palmer. His life has been filled by danger and intrigues ever since his early childhood. Rescued from certain death by a group opposed to the present rulers of the Combine, he was hidden and raised as a normal child until deemed ready to claim his heritage. Unfortunately for the group, Franklin chose to remain loyal to his father, rejected the rebel plan and renounced all claims to the throne.

His association with the Strikers have changed him profoundly. He learned that old stereotypes cannot be accurately applied to the whole Federated Commonwealth. Intensely disciplined, loyal and honorable, Franklin is a dangerous enemy and a strong ally. The Strikers have seen both sides and much prefer to be called friends.

• ERNEST "PATCH" MCGUIRE

Technician

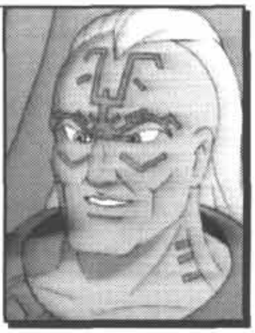


"Patch" McGuire is one of the rare people apparently born with a natural affinity for machinery of any type. An experiment with an air-conditioning unit in his youth left him with his nickname and turned him into an enthusiastic tinkerer.

Patch enjoys the warriors' friendly bidding for his service, although he often has to remind them that he can only work on one machine at a time. He derives a great deal of glee by constantly tinkering with the unit's Battlemech and Jumpship every time he is required to perform a repair.

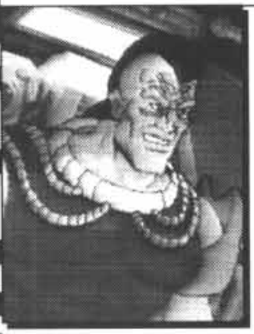
• NICOLAI MALTHUS

Rank: Star Colonel



Jade Falcon scientists created Nicolai from the best genetic material at their disposal, intent on creating the most fearsome warrior the universe had ever seen. Their efforts seemed destined to succeed when Nicolai excelled in all trials to which he was submitted. He soon emerged as a natural leader, although his arrogance prevented him from forming any close ties with his sibkins.

Following his graduation, he quickly rose through the rank, driven by a ruthless ambition. He soon secured a Bloodname and the command of the elite Falcon's Claws. He seemed destined to best his long-time rival, Star Colonel Kristen Redmond, until he met the Strikers and faced defeat for the first time by "barbarians". Since then, as the Inner Sphere unit continues to best him, his determination to destroy them and regain his honor is turning into a deadly obsession that threatens to devour him.

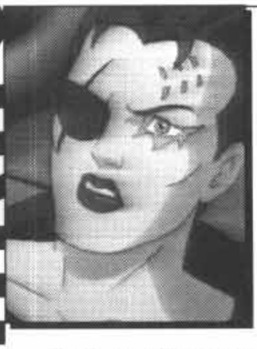


• PYTOR

Rank: Star Commander

At thirty-seven years old, Pytor is a "useless old man" by Clan standards. An experienced warrior, he is nonetheless considered past his fighting prime and viewed with contempt by his fellow warriors and his commander, Nicolai Malthus. Malthus pays Pytor scant respect, and Pytor's wise counsels often falls on deaf ears.

Though his pride still makes him carry out his orders to the best of his abilities, Pytor is no longer sure there is any point in doing so. A confused man trying to define the true meaning of honor in a society that has betrayed him, he must decide whether to cling blindly to his old ideals or find a new truth he has barely begun to suspect.

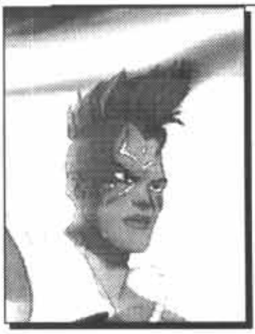


• KRISTEN REDMOND

Rank: Star Colonel

A brilliant fighter and tactician, Kristen Redmond is a true Clan warrior. She controls her reckless streak well enough not to take foolish chances. She knows when to gamble and when not too. The only real flaw in her character is her on-going feud with the Falcon's Claws' commander, Nicolai Malthus. In recent months, this bitter rivalry has led her to confuse personal and Clan honors more than once.

Shrewd, calculating and fiercely proud, Kristen rarely backs down once she has committed to one course of action. A bold and tenacious fighter, she accepts defeat only if the good of the Clans requires it, and even then regards such losses as mere setbacks.



• NATALYA

Rank: Star Commander

Star Commander Natalya is intensely loyal to her commanding officer, Nicolai Malthus, in part because she is a subordinate but also because she sees Malthus' exploits as the best shot at battlefield glory. Natalya wants nothing more than to win a Bloodname, and at twenty-four years , she feels her time is running out. This makes her a bloodthirsty adversary at all times.

As a Clan Elemental, Natalya is large and extremely strong. She is proud of her strength and fighting skills and dreams of passing them on to the next generation of Falcon warriors. She is willing to do anything, no matter how reckless, to ensure her place in the Clans' future.

NEW TECHNOLOGY

Enhanced Imaging

The information gathered by a Battlemech's sensor array is usually displayed on a 180° display located in front of the pilot, with visual cues being provided by a head-up display (HUD). The Clans have done better by incorporating a virtual-reality type visualization system that aggregate battlefield intelligence into a cohesive, real-time tactical display. The Clans' advanced sensor arrays allow them to use this system to strike more accurately and at longer range.

EI Neural Implant

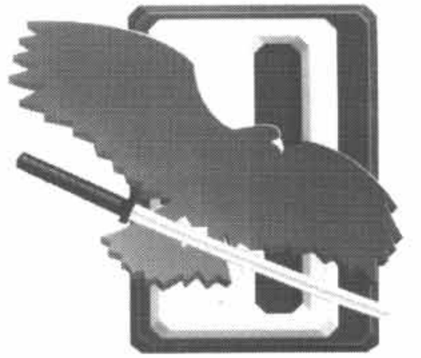
A few of the Clan warriors encountered in the first waves of the invasion sported what first appeared to be complex tattoos on their face and upper body. It was later discovered that these tattoos were in fact a neural interface system that completely replaced the more primitive neuro-helmet. The neural implants work in conjunction with the standard Enhanced Imaging display, allowing the Mechwarrior to access his 'Mech's systems by thoughts. Naturally, the system works only on humanoid vehicles such as Battlemech or Battle Armors.

Only the most fanatical elements of the Clans use this system however, since it has dangerous and painful side-effects. The feedback shock from battle damage can severely injure or even kill the pilot by overloading his nervous system. About 5% of all Clan Mechwarriors use the implant, although since they tend to work with one another the proportion may seem higher to some observers. Implanted warriors are mostly found among Crusader Clans such as the Jade Falcons and the Smoke Jaguars.

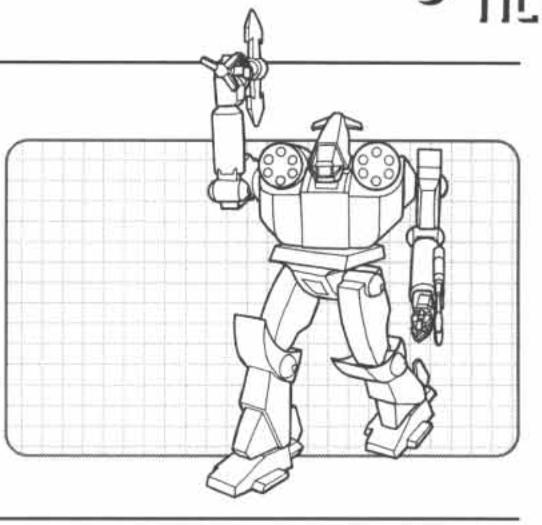
Tactical Operation Center

The Tactical Operation Center (TOC hereafter) serves as the "brain" of a Battlemech combat unit. Lieutenant Specter has made several improvements to the Strikers' TOC, including a reworked communication system that allows her to interface the TOC with satellites, DropShips, aerospace fighters, distant JumpShips and Battlemechs simultaneously. Advanced cryptography algorithms ensure that the transmissions remains indecipherable to the enemy.

The information gathered by the TOC's sensors and those of the vehicles interfaced with it are downloaded into the TOC's powerful battle computer, which then proceed to construct a real-time, composite image of the situation, sorting the useful information from the garbage. The tactical officer manning the TOC (usually Specter herself) can then make appropriate suggestions to the field commander, allowing him to respond more rapidly to the battlefield's everchanging conditions.



AXM-2N AXMAN

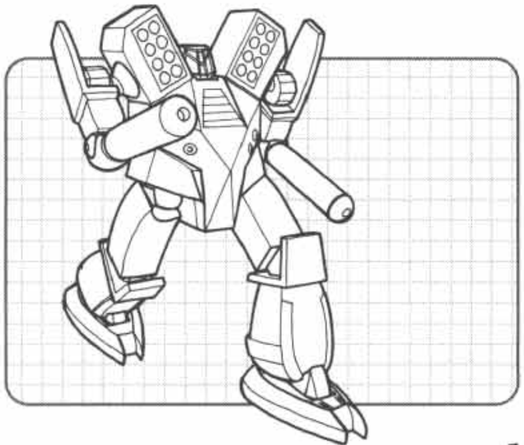


The *Axman* is a development of the very successful Hatchetman Battlemech. Like its smaller brother, it was designed by the famous Dr. Banzai and is equipped with a 'Mech-sized battleaxe. Early prototypes of the *Axman* carried a large autocannon placed in the right torso, with the engine displaced to the left. Chronic jamming problems left the engineers no choice but to replace the autocannon with two packs of long range missiles. Adam's machine is one of the first of these new models.

Mass: 65 tons, Maximum Speed: 64 kph, Maximum Jump: 120 meters, Armor Factor: 179

Weapons: Long Range Missiles/15 x 2, Large Pulse Laser x 1, Medium Laser x 3, Hatchet x 1

MAL-1R MAULER

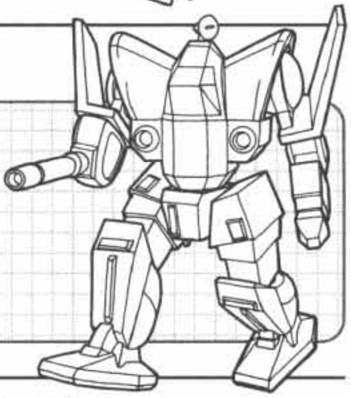


First thought to be only a prototype, the Kurita *Mauler* proved that its development was a lot more rapid than expected. Significant numbers of *Maulers* were already in service in 3038 and fought the war of 3039 against the Federated Commonwealth. Many units were captured by FedCom soldiers, and the design made its way into the AFFC. However, lack of spare parts and trained technicians exiled the *Mauler* to far-away planets, which, ironically, were right in the path of the Clans' invasion corridors. *Maulers* were operated by many characters in the animation, most notably Hawk, Franklin, and even Victor Steiner-Davion.

Mass: 90 tons, Maximum Speed: 54 kph, Armor Factor: 206

Weapons: Extended Range Large Laser x 2, Long Range Missiles/15 x 2, Autocannon/2 x 4

AWESOME

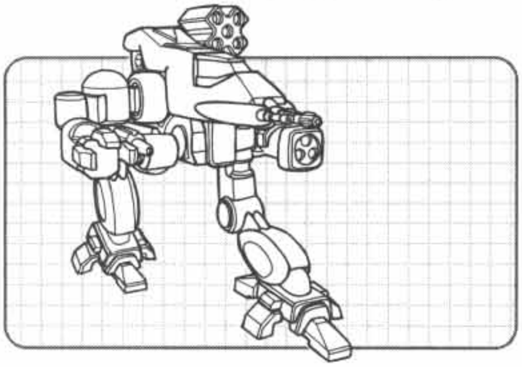


The *Awesome* is one of the best known Assault-class Battlemechs. Its PPC array, while generating large amounts of heat, can deliver a lethal volley at long range. Although the *Awesome* is heavily armored, its new XL powerplant allows it to keep up with the rest of the unit. The Strikers' *Awesome* has been extensively modified by Rachel to serve as a mobile command post. It is normally used by Adam.

Mass: 80 tons, Maximum Speed: 65.4 kph, Armor Factor: 206

Weapons: Extended Range Particle Projection Cannon x 3, Small Laser x 1, Command Console x 1

BSW-X1 BUSHWACKER

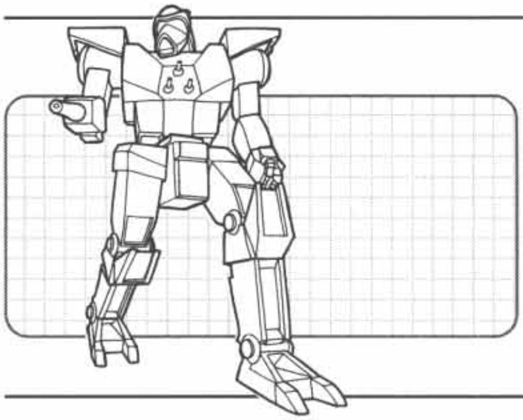


The *Bushwacker* was originally designed to provide a smaller frontal silhouette to the enemy, but shielding problems in its elongated body scrapped the project. When information about the Clans' *Vulture* was brought back by the Strikers, the engineers used its shielding technology to complete the *Bushwacker*. The machine boasts a varied arsenal capable of striking at several ranges. Currently, the Strikers have only one *Bushwacker* which is normally piloted by Val.

Mass: 55 tons, Maximum Speed: 80 kph, Armor Factor: 120

Weapons: Extended Range Large Laser x 1, LB 10-X Autocannon x 1, Long Range Missiles/5 x 2, Machinegun x 2

WLF-2 WOLFHOUND

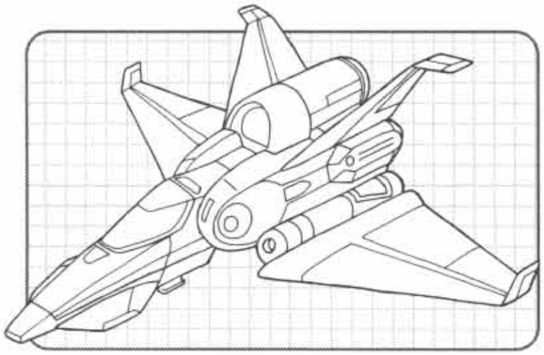


The *Wolfhound* was the Steiner's answer to the Kurita Panther light 'Mech and was extensively tested in the Fourth Succession War. Built by one of the most respected factories in the Federated Commonwealth, the *Wolfhound* has started appearing in large numbers in the FedCom armed forces. Equipped solely with energy-based weaponry, this 'Mech has excellent endurance. Ciro and Andrew Steiner piloted *Wolfhounds* in the animation.

Mass: 35 tons, Maximum Speed: 95 kph, Armor Factor: 120

Weapons: Extended Range Large Laser x 1, Medium Laser x 4

BSE-X2 BANSHEE

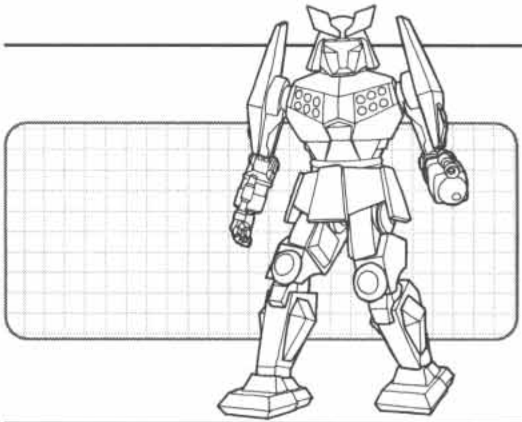


The *Banshee* is the first of a new generation of aerospace fighters designed with recovered Star League technology. Exceptional ergonomics allow the pilot to take more G force in combat than usual, while special thruster actuators and atmospheric engines enable the *Banshee* to perform as either an aerospace fighter, a conventional fighter or a VTOL vehicle. The cost of such versatility is payload: the fighter is only armed with two lasers. The 1st Somerset Strikers currently have two *Banshees*, one piloted by Kylie and the other either by Adam or Franklin.

Mass: 50 tons, Maximum Speed: 1440 kph (VTOL capable), Armor Factor: 74

Weapons: Medium Laser x 2

HATAMOTO-CHI

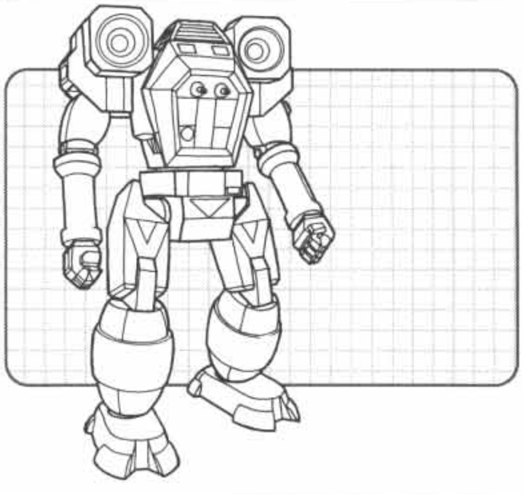


This powerful Kurita 'Mech is a development of the ill-fated *Charger*, which was designed as an 80-ton scout. By reducing the machine's speed, Kuritan engineers managed to load more weapons and armor onto the frame than before, creating a new Battlemech in the process. The 'Mech has several variants, denoted by the suffix placed after *Hatamoto*. Franklin uses a *Hatamoto-Chi* in episode 11.

Mass: 80 tons, Maximum Speed: 64 kph, Armor Factor: 247

Weapons: Particle Projection Cannon x 2, Short Range Missiles/6 x 2

HUNCHBACK IIC

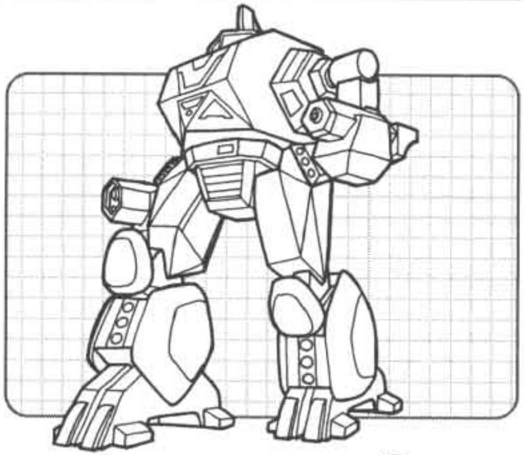


This Battlemech's basic design has remained largely unchanged since the days of the Star League. The Clans have modified the 'Mech's payload to a large extent using their advanced technology, adding another heavy autocannon and five jump jets. However, the 'Mech is lightly armored for its weight class and does not carry enough ammunition to be useful in a prolonged battle. For this reason, it is often relegated to older or freeborn Clan warriors. Pytor pilots a *Hunchback IIC* in the animation.

Mass: 50 tons, Maximum Speed: 63.5 kph, Maximum Jump: 120 meters, Armor Factor: 96

Weapons: Ultra Autocannon/20 x 2, Extended Range Medium Laser x 2

THOR-M [SUMMONER-M]

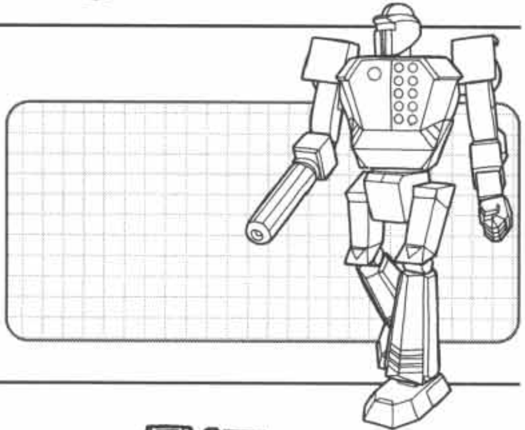


The *Thor* is one of the favorite 'Mechs of Clan Jade Falcon. It is an excellent all-around machine, capable of delivering damage over a wide variety of ranges with little heat. It is quite mobile for a machine of its weight class and very flexible. The *Thor* is one of the tallest Omnimechs currently in use. It is theorized that this extends the range of the head-mounted sensor blister. It exists in a variety of configurations: the *Thor-M* is equipped with a direct neural interface and is the 'Mech of choice of Star Colonel Nicolai Malthus. Malthus' personal Omnimech is painted blood red.

Mass: 70 tons, Maximum Speed: 86.4 kph, Maximum Jump: 150 meters, Armor Factor: 182

Weapons: LB 10-X Autocannon x 1, Extended Range Particle Projection Cannon x 1, Streak Short Range Missiles/6 x 1

CN9-D CENTURION

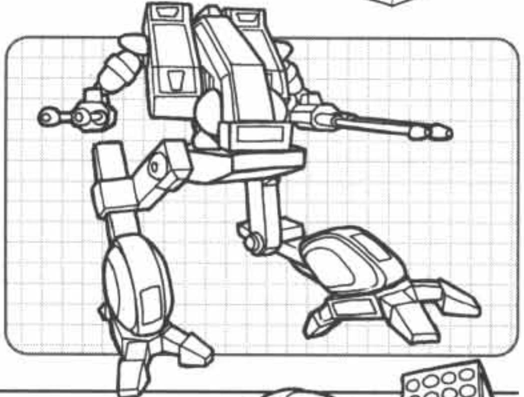


A sturdy medium 'Mech, the *Centurion* was a good candiate for recovered technology applications. The updated version mounts a powerful LB 10-X autocannon in its right arm while its long range missiles are made more accurate by the Artemis IV guidance system. The *Centurion's* reliability makes it popular with military commanders, and the design is often seen in the AFFC. Val's personal Battlemech is a *Centurion.*

Mass: 50 tons, Maximum Speed: 90.7 kph, Armor Factor: 136

Weapons: LB 10-X Autocannon x 1, Medium Laser x 2, Long RangeMissiles/10 x 1

VULTURE [MAD DOG]

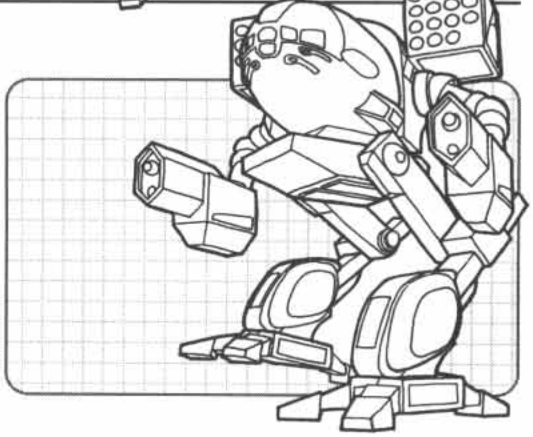


Its hunched appearance and birdklike legs earned the *Vulture* its nickname in two different places at once. A combination of long range missiles and large and medium lasers make it an effective fighter at all ranges. The *Vulture* is similar to the *Mad Cat*, sharing all of its lower torso and many of its upper torso components with the heavier machine. In all combat situations observed, this 'Mech has proven to be a tough, effective fighter. Star Colonel Kristen Redmond pilots a blue and green *Vulture* throughout the animated series.

Mass: 60 tons, Maximum Speed: 86.4 kph, Armor Factor: 163

Weapons: Large Pulse Laser x 2, Medium Pulse Laser x 2, Long Range Missiles/20 x 2

MAD CAT [TIMBER WOLF]



The *Mad Cat* was the first OmniMech encountered by the Inner Sphere. Named *Timber Wolf* by the Clans, the 'Mech was assigned the codename *Mad Cat* because of its appearance, which resembles both the *Marauder* and Catapult Battlemechs. The *Mad Cat* is fast, well-armed and heavily armored. With an extensive heat sink complement, it rarely overheats and as such is a ferocious fighter. *Mad Cats* are often seen in the animation; Ciro pilots one in the last few episodes.

Mass: 75 tons, Maximum Speed: 86.4 kph, Armor Factor: 230

Weapons: Extended Range Large Laser x 2, Extended Range Medium Laser x 2, Extended Range Small Laser x 1, Medium Pulse Laser x 1, Long Range Missiles/20 x 2, Machine Gun x 2

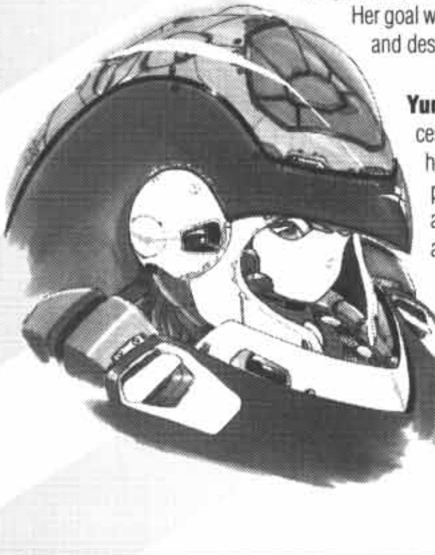
YUNA: GALAXY FRAULEIN

By Martin Ouellette

These days, the attention of Japanese animation producers has been heavily directed on video arcade games. With the popularity of such games, it is no wonder. Video games like Fatal Fury, Street Fighter II and Samurai Spirit (imported in North America as Samurai Showdown) have proven to make excellent animations, albeit with very simple plots. Now another video game is making the move to animation: Yuna: Galaxy Fraulein.

Yuna: Galaxy Fraulein was created in 1992 by Mika Akitaka, who had already established himself in the anime world as an excellent mecha designer. He is responsible for the widely known "MS Girls" — cute anime-style girls dressed as **Gundam** mobile suits — and has participated to the production of **Gundam ZZ**, **Gundam Sentinel**, **Gundam 0083** and **Silent Möbius** (in both manga and anime versions). In its first incarnation, **Galaxy Fraulein** was a PC Engine "shoot'em up" game, with lots of cute girls and androids with fancy weaponry. As the game developed, so did the background, driven by the game's popularity. After all, the gamers wanted to know what was happening to their cute heroine and her friends!

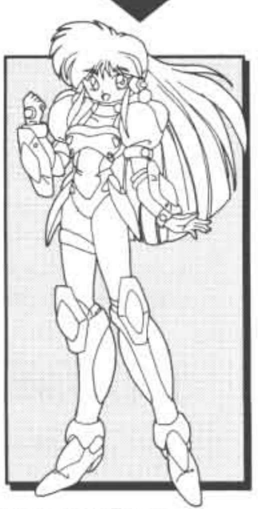
The **Galaxy Fraulein** story begins long ago, when the Queen of Light lost the battle against the Queen of Darkness. One of the only creatures of Light to escape was Elner, who had all the Light concentrated within her in preparation for the next battle. Jump to the present. A beauty contest called "Girl's Contest of Milky Way Galaxy" is organized as a cover to find the new Queen of Light. A young girl named Yuna wins the contest. Having become "Savior of the Light", Yuna now has to fight the Queen of Darkness and her forces led by Lea, Yuna's eternal rival. In the game, Yuna had to go through many levels with the help of multiple weapons and mecha. Her goal was to reach the El-Line, her giant mecha, and destroy the Queen of Darkness with it.



Yuna: Galaxy Fraulein was a huge success for both Mika Akitaka and the studio he works for, Red Studio. This success prompted the creation of an OVA series, and the Yuna Project is going full steam ahead. Satori Akahori, in charge of screenplay and planning, says that the OVA's story will be rather serious, with "love" being at the heart of the matter. Rumors abound that Kosuke Fujishima (Oh! My Goddess) has been asked to join the production team. This should be very interesting indeed!

CHARACTERS

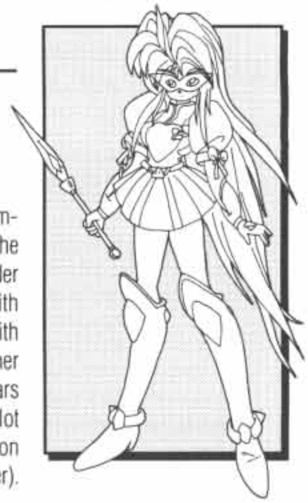
YUNA JINRAHNZAHA



16 years old

Cheerful and slightly an airhead, Yuna is the new Queen of the Light, even if she is still in high school and wishes to lead a very ordinary life. She won the Grand Prize of the "Girl's Contest of Milky Way Galaxy" and is also known as the "Savior of the Light". When needed, Yuna can use her Light Matrix to link-up with any of her three android "doubles" to form a powerful weapon system. Yuna's voice actress is Tomosa Yokoyama. Yuna's suit in the OVA is slightly different from the one seen in the game.

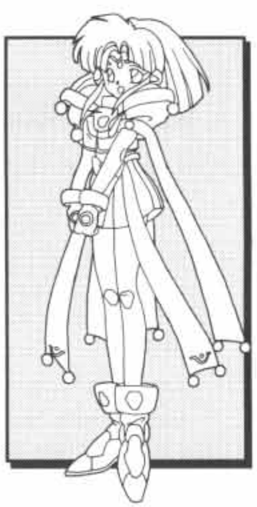
POLYLEENA



16 Years Old

She was named Lea in the computer game. She used to be the Queen of Darkness' Guard Leader in the game, but is now allied with Yuna in the OVA. She brought with her a team composed of 13 other girls, all devoted to Lea. She wears a mask, and her suit looks a lot like the one worn by Sailor Moon (another popular anime character).

YURIE CUBE



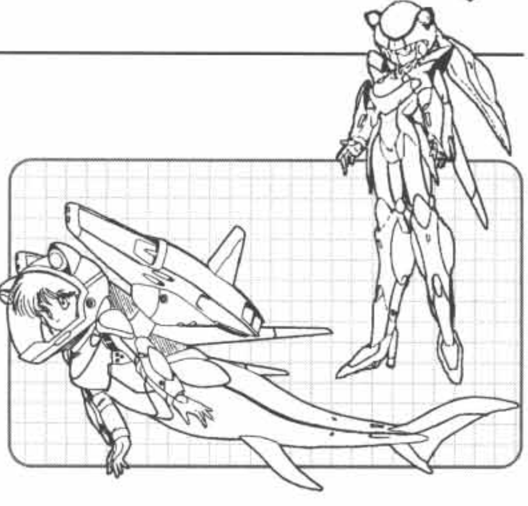
A mysterious girl who becomes Yuna's partner, Yurie is also her best friend. Her only flaw is that she has to eat all the time. Is that why she always carries a rice cooker?

MECHAS

MARINA OF THE SEA

This is the double Yuna uses for underwater action. Marina is very gentle and warm and always takes care of others. The cutest among the three doubles, she wears her "hair" in braids and her helmet has ears like a cat (they are actually searchlights). Marina's hobby is, predictably, scuba diving.

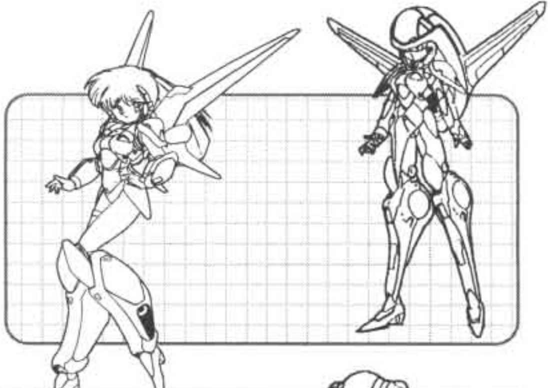
When Yuna links with Marina, she can use this underwater unit. An aqualung allows Yuna to breathe normally by extracting oxygen from the water. Although Yuna can't really swin in this form, the use of aquajets gives her pretty good maneuverability and speed.



ERINA OF THE SKY

Another double, Erina is Yuna's air combat support. She is very cheerful and loves to talk. Her helmet looks like long hair and hides a missile launching bay and most of her weaponry. Erina's hobby is to challenge air speed records.

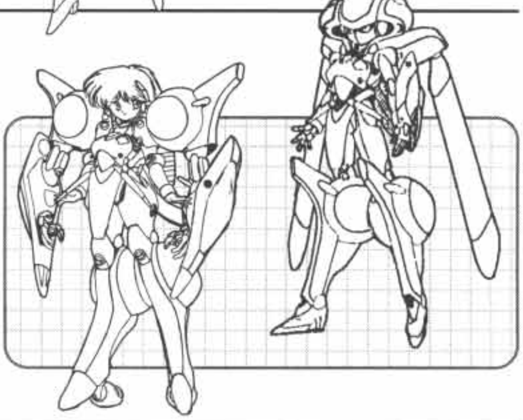
When she combines with Erina, Yuna can use the "Flight Form", which gives her tremendous speed and firepower. The Flight Form has leg-mounted missile bays. This is the only form that gives Yuna the power to fly.



GENA OF THE EARTH

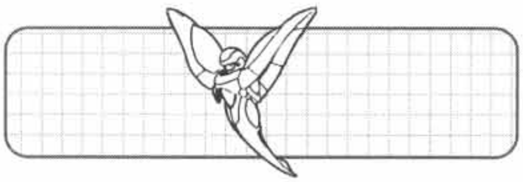
Gena is the double Yuna uses for ground combat. She hardly speaks and is rather passive. Oddly, she is the most powerful of Yuna's three android doubles.

When Yuna links up with Gena, she creates the "powered form" she needs for ground combat. This system doubles her power and enables her to run at great speed. It also has a ground-effect hover unit on its back and a large bazooka (although it's not shown here).

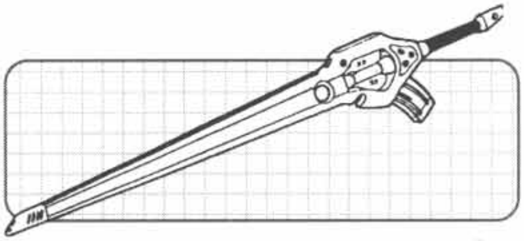


ELNER OF THE LIGHT

Although quite small (she only measures 7 inches high and weights 150 grams), Elner is very powerful and is one of the oldest Light beings. She acts as Yuna's adviser and lacks a sense of humor. When fused with the three androids, she becomes El-Line, Yuna's gigantic battle mecha.

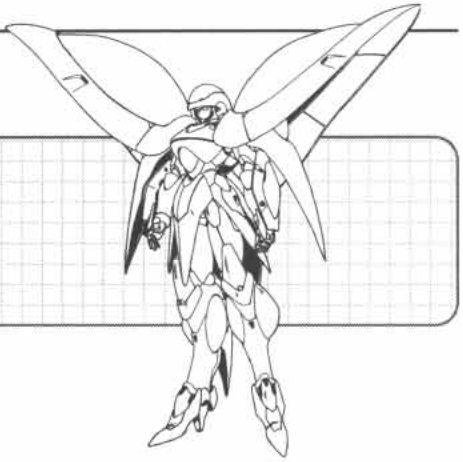


MATRIX DIVIDER



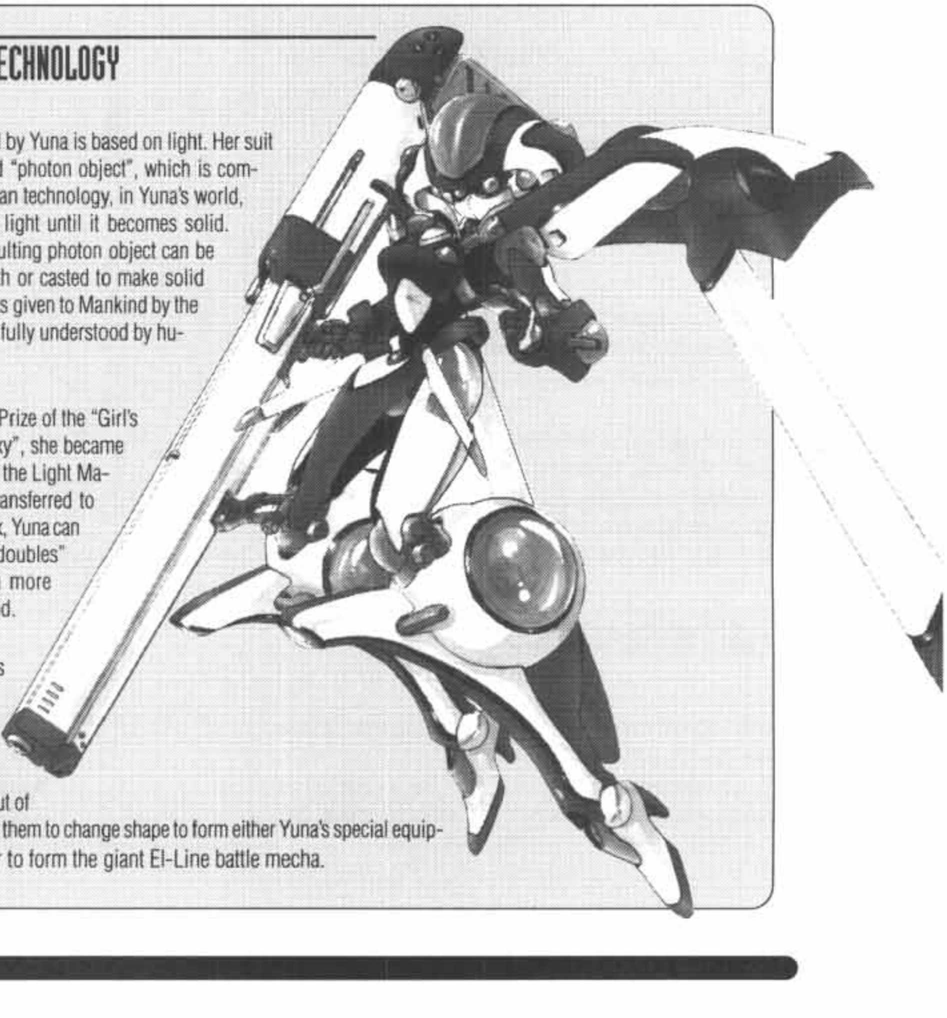
This is Yuna's private weapon. It can be used both as a gun or as a sword, and switches form according to Yuna's thoughts. Although it is quite large for such a tiny girl to carry around, it is extremely light. It is made of the same material as Yuna's suit — solidified light particles, or "photon object".

EL-LINE



Also known as the "Hope of Lightside", El-Line is formed when Elner, Marina, Erina and Gena link-up together and merge. A monstrous 21 meters in height, El-Line was used by Yuna in the last level of the game to battle the Queen of Darkness (who had a mecha of her own — "Utter Darkness"). One of El-Line's most powerful weapons is a giant version of Yuna's Matrix Divider sword.

GALAXY FRAULEIN TECHNOLOGY



A lot of the technology used by Yuna is based on light. Her suit is made of a material called "photon object", which is composed of "solid" light. Human technology, in Yuna's world, is capable of compressing light until it becomes solid. Extremely resistant, the resulting photon object can be weaved to manufacture cloth or casted to make solid objects. This technology was given to Mankind by the Light beings and is still not fully understood by humans.

When Yuna won the Grand Prize of the "Girl's Contest of Milky Way Galaxy", she became the new Queen of Light and the Light Matrix carried by Elner was transferred to her. By using the Light Matrix, Yuna can link-up with three android "doubles" to switch to another form more suited to the mission at hand.

Each of the three androids has its own distinct personality and is capable of fully independent action. Like the rest of Yuna's equipment, they are made out of photon objects, which allow them to change shape to form either Yuna's special equipment or combine with Elner to form the giant El-Line battle mecha.

NEW CARD GAME FROM DP9

Fast and Furious Martial Arts Fighthing

Unstoppable warriors from all over the world duke it out, using this exciting card game.

A 2-player Martial Arts Card game, inspired by the numerous combat video games seen in arcades in the past years. Features 8 exciting characters: Blue, Cedrik, Djinn, Kirin, Vixen, Waver, Wolf and Zak.

Contains 108 cards and multiple counters. The game is packaged in an easy-to-carry resistant videocassette box.

Everything you need to play is in the box.

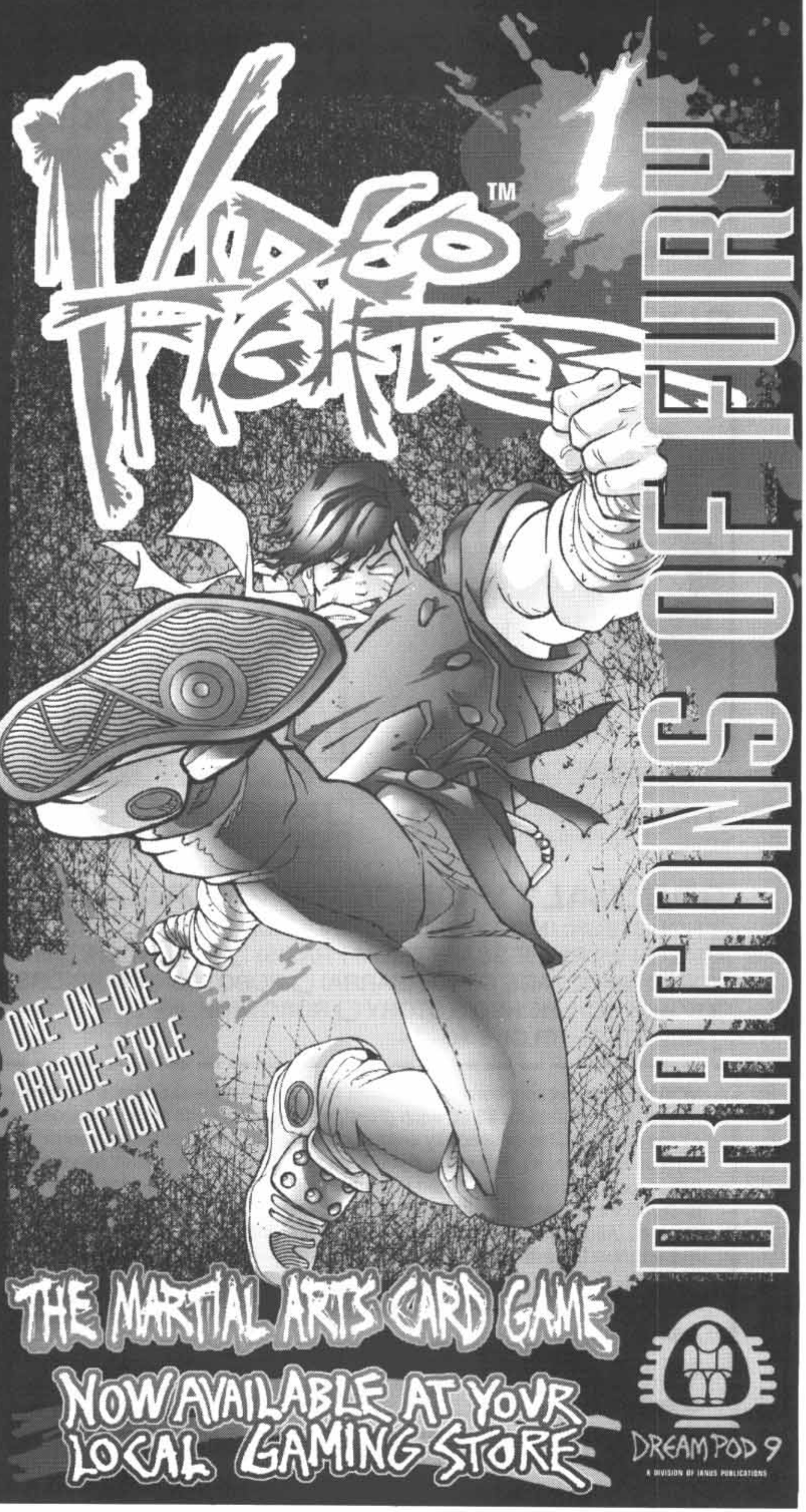
Suggested retail price $29.95

© 1995 Ianus Publications, Inc.
All Rights Reserved.

CHI
PSI
KICK

For more information, write, fax or E-mail:

IANUS PUBLICATIONS, Inc.
5000 Iberville, Suite 332
Montreal, Quebec, Canada, H2H 2S6
Fax: (514) 523-8680
E-mail: dp9@coffeehaus.com

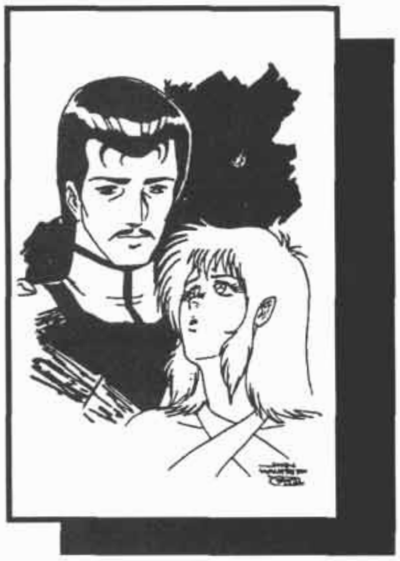

Video Fighter™
1
DRAGONS OF FURY
ONE-ON-ONE ARCADE-STYLE ACTION
THE MARTIAL ARTS CARD GAME
NOW AVAILABLE AT YOUR LOCAL GAMING STORE
DREAM POD 9
A DIVISION OF IANUS PUBLICATIONS

BECAUSE
YOU
DEMANDED
IT!

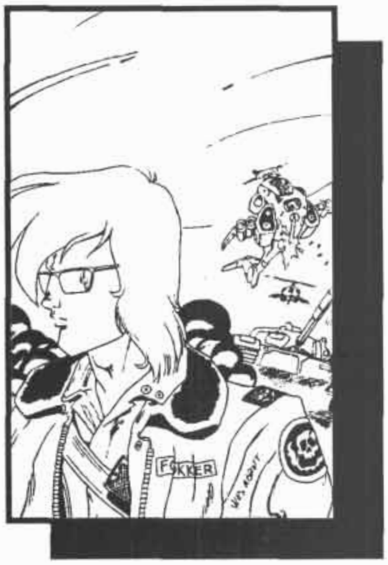
ROBOTECH SUBSCRIPTIONS!

NOW, NEVER MISS AN ISSUE OF YOUR FAVORITE ROBOTECH™ COMIC WITH THE ACADEMY SUBSCRIPTION SERVICE!

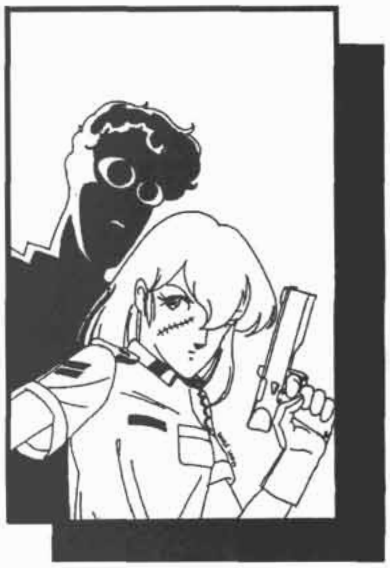
SIX ISSUE SUBSCRIPTIONS AVAILABLE:



☐ ROBOTECH II: THE SENTINELS ™



☐ ROBOTECH™ RETURN TO MACROSS



☐ ROBOTECH™ aftermath

SPECIALTY ORDERS AVAILABLE:

☐ ROBOTECH: INVID WORLD (ASSAULT ON OPTERA) ☐ ROBOTECH: AMAZON WORLD (ESCAPE FROM PRAXIS) ☐ ROBOTECH: SMITH WORLD (SABOTAGE ON KARBARRA) ☐ ROBOTECH: WARRIORS #1 - #3 ☐ ROBOTECH: HOHSQ'S STORY ☐ ROBOTECH: #0 ☐ ROBOTECH: CLONE #0 - #4

ACADEMY ™
COMICS
LTD.

NOW! 6 issue subscriptions are available for only $18.95 in U.S. funds (Foreign and Canada add $6.00).Specialty orders are available for $3.50 each (Foreign and Canada add $1.00). Includes postage and handling! Just check off the subscriptions or specialty orders you want, fill out the order form below (please print clearly) and return a copy of this page. It's that easy! If you want your subscription to start with a specific issue, just let us know what #. If that issue is sold out, we'll start the subscription with the next available issue. Academy Comics Ltd. began the publications of *Sentinels* with issue #9, *Return to Macross* with issue #13, *Aftermath* with issue #7, and *Clone* with issue #0. Allow up to 4 weeks for delivery of first issue. Send check or money order to: Academy Comics Ltd., Subscription Department, P.O. Box 8043, South Bend, IN 46660-8043.

Name: ______________________

Address/Apt.#: ______________________

City: ______________________

State/Zip: ______________________

I request that my subscription(s) begin with issue(s) # :

____

____

____

ROBOTECH™ is trademark and copyright ©1985 Harmony Gold U.S.A., Inc./ Tatsunoko Productions Co. Ltd. All rights reserved. Academy Comics Ltd. authorized user.
ACADEMY wing logo is ™ 1994 by Academy Comics LTD.

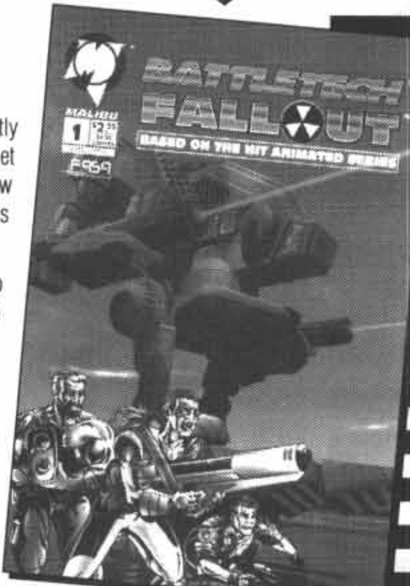
MECHA COMIC BOOKS

By Marc A. Vezina

BATTLETECH FALLOUT

Author: Roland Mann (S), Tim Eldred (A)

Publisher: Malibu Comics



A JumpShip appears in the Star's End system with Clan fighters in hot pursuit. It is promptly destroyed but manages to release its DropShips, only to have them crashland on the planet below. As OmniMechs are sent to deal with the survivors, Bedford Beauregard and his crew fight back with salvaged equipment, aided by a mysterious pilot in a *Wolfhound.* Thus opens the all new Battletech comic book produced by Malibu.

There was once a black and white Battletech comic book, long long ago, but it just didn't do well and promptly disappeared into obscurity. But now a new publisher has taken up the mantle and brought us an entirely new Battletech comic book.

The cover is slick, although the characters really look out of place when compared to the computer-generated *Vulture* striding in the background. The book is in full color. However, the colors are sometimes a bit garish when combined with Eldred's otherwise excellent artwork, which uses a lot of black shadow.

The characters seem promising, even though we don't know much about them yet. Beauregard is strong enough to be a central character and the *Wolfhound* pilot is suitably mysterious. The 'Mechs look like the original drawings of the game, and Eldred manages to make them look dynamic in spite of their blockish appearance.

After only two issues, it is still a bit too early to tell where the story is heading. There could be more character and story development and a little less 'Mech combat, but overall the series looks promising.

MACROSS II: THE MICRON CONSPIRACY

Author: James D. Hudnall (S), Schulhoff Tam (A)

Publisher: Viz Comics

MACROSS II
THE MICRON CONSPIRACY
JAMES D. HUDNALL
SCHULHOFF TAM
2

Life goes on as usual on Earth. The Mardukes failed to conquer the human race and have departed for space. However, as a brutal mecha attack on the Spacy Bank proves, humans are entirely capable of wreaking havoc without outside help.

Macross II: the Micron Conspiracy is one of the new titles published by Viz Comics under their "Viz Manga Originals" line. This line proposes new comic books drawn and written in the manga style — so far, it works. The comic book follows the characters from the **Macross II** OVAs series, some time after the Marduke War. Hibiki Kanzaki is still dating ace pilot Sylvie Gina, and together they try to unravel a nefarious terrorist plot to overthrow the UN Spacy.

The books are presented in the same style as the other Viz manga. Heavy use of Zip-A-Tone greys and fluid panel layout give the proper "Eastern" touch. The characters are reasonably close to their animated counterparts, although the quality of the drawings seem to vary from page to page: some panels are excellent, while others are poor.

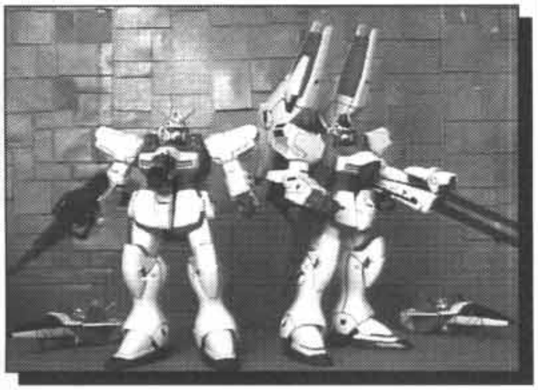
The story starts with a bang and then never lets go. We follow Hibiki as he tries to discover leads that could help him unmask the mysterious terrorists. The author has established enough plot hooks in the first two books to last a whole TV series: where do the new mecha come from? Who's that girl shadowing Hibiki? What's the relation between Military Intelligence and the police investigation?

The basic premise looks intriguing enough. The following books will, however, decide whether this is a great manga or merely an average one.

VICTORY GUNDAM 1/100

by Duncan Scott

After 51 episodes of Victory Gundam, Bandai has capped off their Victory model line which includes sixteen 1/144 scale plastic kits, seven 1/100 scale plastic kits, one 1/60 scale V2 kit and seven resin B-Club kits. This article focuses on the first two 1/100 scale plastic models, the Victory Gundam and the V Dash Gundam.



VICTORY GUNDAM

The 1/100 scale Victory Gundam uses Bandai's patented system injection to its fullest potential, not only casting multiple colors on the same trees but multiple colors on the same pieces. The kit is comprised of one system injection tree, one grey tree, and multiple white trees. Assembly is slightly complex given the number of joints and the transformation feature, but the pieces for the most part fit cleanly together with no flash. The only real complaint about the model is that all of the rubber joints are cast in yellow. You may wish to paint the entire joint tree Gunze Sangyo Field Grey (with the obvious exception of the antennas).

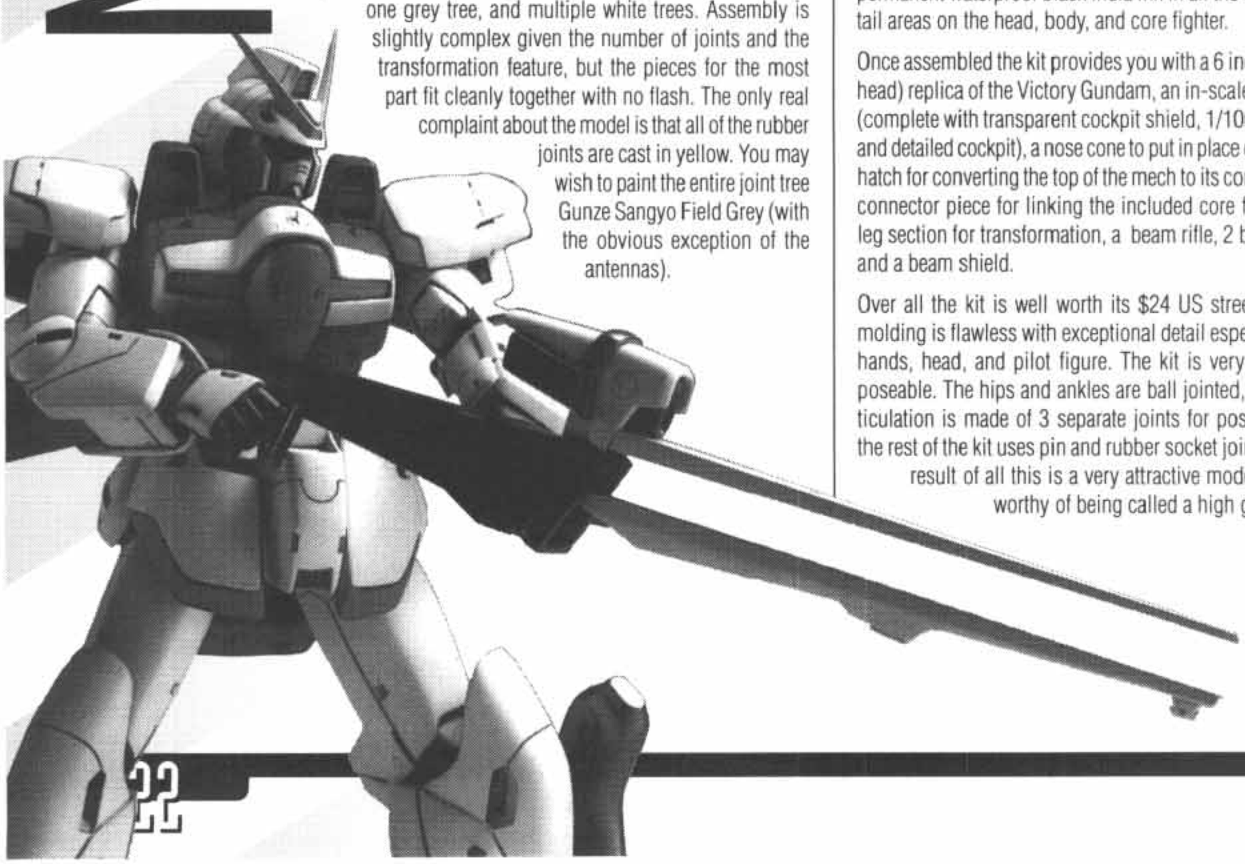
Because of the number of white pieces it is recommended that you use a plexcite agent (such as Plastruct's Plastic-Weld) instead of superglue. Glues dry and form a bond between pieces. A plexcite agent turns the edges of the plastic liquid again and then evaporates. When you sand the edges were joined, it appears as if the joined pieces were cast as one and you can see no seams. This saves you from painting the white pieces and allows you to simply detail them. Both of the models in the pictures were produced using this technique and no white paint was used on either mech. Also trim the tab off the back thrusters; that way, you'll be able to see the real thrusters when they are closed, making them look more realistic.

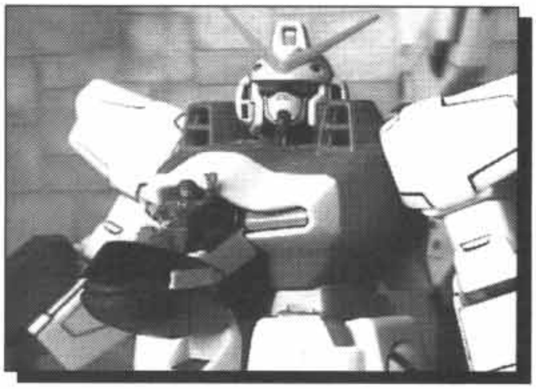
If you are going to paint the kit, paint the clear eye piece and red rim on the front of the head before assembling it. The blue color used on the chest, skirt armor, and core fighter is not a commercially available color and must be mixed. Although the translated Japanese on the instructions say to mix 50% Indigo Blue and 50% White, this mixture produces a color darker than the photographs that came with the model and much darker than the color in the series. After extensive experimentation it was found you can get the exact blue color needed by mixing 8 milliliters of Gunze Sangyo or Tamiya Flat White into a new bottle of Gunze Sangyo Bright Blue. The other colors used were Tamiya Yellow, Red, and Green, and Gunze Sangyo Field Grey and Black.

Detail the finished kit by running a Rapidograph (an ultra fine ink pen available at most art supply stores) filled with permanent waterproof black india ink in all the indented detail areas on the head, body, and core fighter.

Once assembled the kit provides you with a 6 inch tall (at the head) replica of the Victory Gundam, an in-scale core fighter (complete with transparent cockpit shield, 1/100 scale pilot, and detailed cockpit), a nose cone to put in place of the cockpit hatch for converting the top of the mech to its core-top mode, connector piece for linking the included core fighter to the leg section for transformation, a beam rifle, 2 beam sabers, and a beam shield.

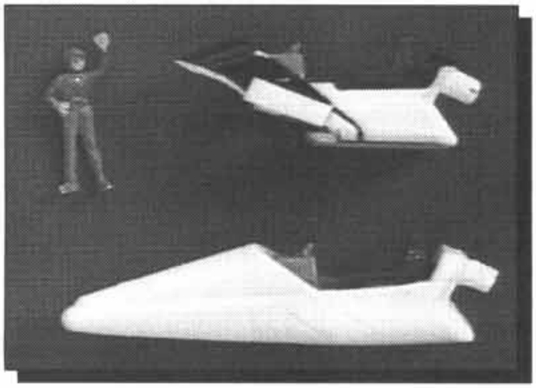
Over all the kit is well worth its $24 US street price. The molding is flawless with exceptional detail especially on the hands, head, and pilot figure. The kit is very mobile and poseable. The hips and ankles are ball jointed, the knee articulation is made of 3 separate joints for positioning and the rest of the kit uses pin and rubber socket joints. The final result of all this is a very attractive model more than worthy of being called a high grade model.





V GUNDAM MODIFICATION: OPEN COCKPIT

If you don't intend converting the mecha into its component parts you can cut the front of the nose cone off as shown in figure 1, remove the transparent cockpit shield and pilot figure. Wrap a one inch square piece of paper thin sheet styrene over the top front end of the piece so that it forms a crescent around the area that you cut off. Now cut the F-7 yellow rivet in half so that you have 2 thinner versions of the same piece. Place one back in the chest were it belongs and glue the other into the nose cone on the back of the control panel. Take the grey cockpit hatch (piece D13) and press the pin on its back into the rubber rivet you've just glued in place and then trim the sheet styrene to match the curve of the hatch (piece D13). Unplug the hatch from the rivet and paint. Now by sandwiching this optional piece between the cockpit hatch and the chest you can make it appear as if the hatch opens. (see figure 2) The standing figure of Usso does not come with the kit, but was a Macross 1/100 scale figure resculpted with an X-Acto knife to appear as Usso.



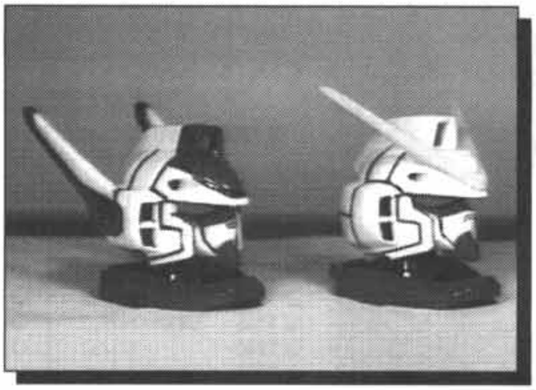
V-DASH GUNDAM

The V Dash kit consists of the entire 1/100 Victory Gundam kit, pieces to produce the Overhang Cannon support device which slides over the Gundam's closed back thrusters, a new wing plate for the core fighter to make it compatible with the Overhang Cannons in core booster mode, the large Mega Beam Rifle, and the V Hexa Gundam head.

The additional pieces come in two trees (one white one dark grey) and do not use system injection. The kit does provide decals for the red and blue on the canons, but applying flat decals to a rounded surface tends to blow the scale appearance of the kit so its recommended that you paint them instead. The color scheme is the same as the standard Victory Gundams so you can use the colors and techniques described earlier in this article.

The additional pieces are highly detailed (especially the V Hexa head), crisp and flash free. The Overhang Cannons transform easily and seamlessly into the core booster. The Mega Beam Rifle was cast in reverse, with the pieces that need to be dark grey cast in white and those needing to be white being cast in dark grey. Fortunately this is easily remedied with some Gunze Sangyo Flat White and Field Grey paint. The most stunning option to the kit is the ability to produce either the standard Victory Gundam head or the V Hexa head. Though enough plastic pieces are provided for both heads there is only one rubber rivet and one clear eye piece, so unless you have an extra rivet of appropriate size and can scratch build or cast the plastic eye piece, you will have to decide which head to build (see figure 3).

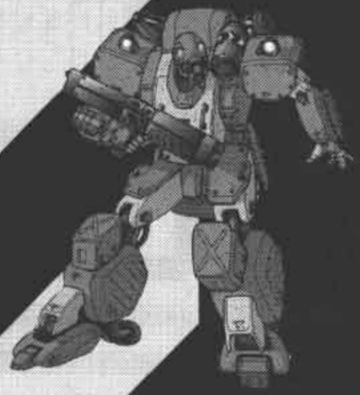
At a street price of only $3 more than the standard Victory Gundam, the V-Dash Gundam is well worth the extra cash. The V Hexa head alone is worth the extra cost.

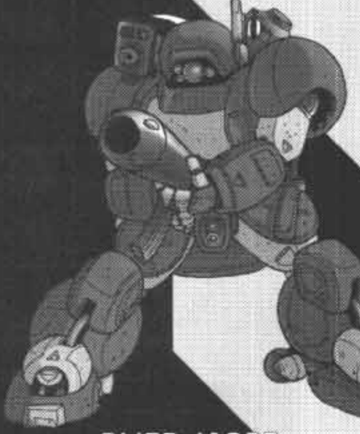


CONCLUSION

Both of these kits come highly recommended. For the beginner, they offer system injection and challenging assembly. For the more experienced modeler they offer superior maneuverability (stop motion animation is rather simple with them), lighting potential because of the clear cast eyes, and an almost seamless transformation not seen on any previous Gundam model. These are actually two of the few kits that look convincing in all of the various modes and configurations. They are a collector's must.

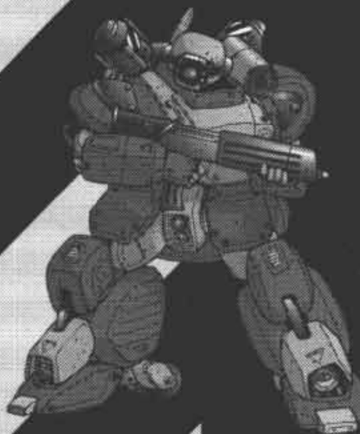
HEAVY GEAR™

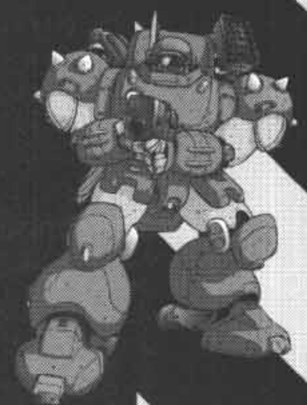




RAFM MINIATURES

FOR USE WITH THE HEAVY GEAR RPG, TACTICAL GAME AND HEAVY GEAR FIGHTER CARD GAME





NORTHERN GUARD

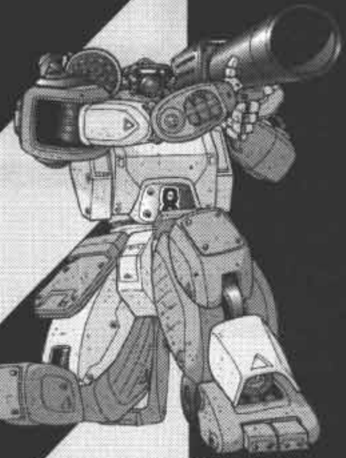
ITEM #	DESCRIPTION
1200	HUNTER
1201	ASSAULT HUNTER
1202	JAGUAR
1203	STRIKE JAGUAR
1204	CHEETAH
1205	STRIKE CHEETAH
1206	GRIZZLY
1207	ASSAULT GRIZZLY

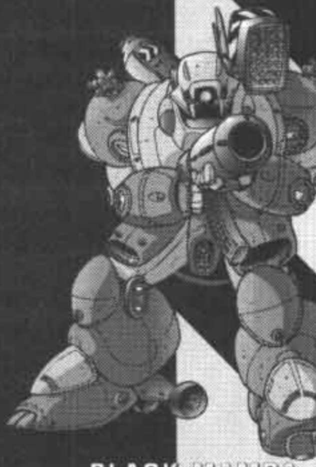
SOUTHERN MILICIA

ITEM #	DESCRIPTION
1300	JÄGER
1301	BLITZ JÄGER
1302	BLACK MAMBA
1303	LONG FANG BM
1304	IGUANA
1305	BLITZ IGUANA
1306	SPITTING COBRA
1307	STRIKING COBRA

(ACTUAL MINIATURES MAY VARY FROM IMAGES SHOWN)

NEW HEAVY GEAR FIGHTER CARDS INCLUDED WITH MINIATURES





RAFM COMPANY, INC.

20 PARKHILL ROAD EAST, CAMBRIDGE, ONTARIO, CANADA, N1R 1P2
PHONE: (519) 623-4832, FAX: (519) 623-2795

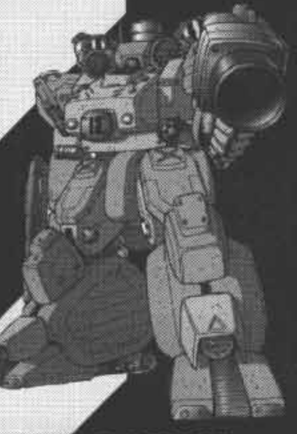
☐ **1200**	Hunter	☐ **1300**	Jäger
☐ **1201**	Assault Hunter	☐ **1301**	Blitz Jäger
☐ **1202**	Jaguar	☐ **1302**	Black Mamba
☐ **1203**	Strike Jaguar	☐ **1303**	Long Fang BM
☐ **1204**	Cheetah	☐ **1304**	Iguana
☐ **1205**	Strike Cheetah	☐ **1305**	Blitz Iguana
☐ **1206**	Grizzly	☐ **1306**	Spitting Cobra
☐ **1207**	Assault Grizzly	☐ **1307**	Striking Cobra

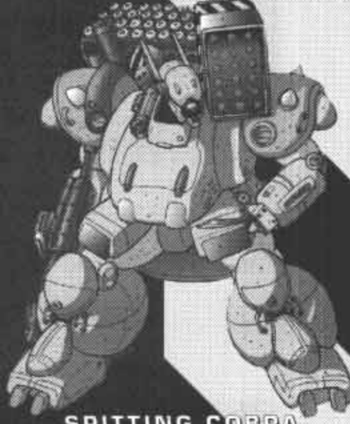
☐ RAFM Catalog

Qty of Pewter figures ordered: ____ **x $7.50 each =** ________
Qty of Lead figures ordered: ____ **x $5.75 each =** ________
RAFM Catalogs ordered: ____ **x $3.00 each =** ________
Sub-Total: ________
Shipping & Handling: $3 .00
Canadian residents add 7% GST: ________
Total: ________

Name: ________________
Address: ________________
____
City: ________________
State/Province: ________________
Zip/Postal Code: ________ Country: ________

Permission granted to photocopy this page.





HEAVY GEAR AND HEAVY GEAR LOGO ARE TRADEMARKS OF DREAM POD 9, A DIVISION OF IANUS PUBLICATIONS, INC.
RAFM LOGO IS A TRADEMARK OF RAFM COMPANY, INC. ALL ARTWORK ©1995 DREAM POD 9. ALL RIGHTS RESERVED

ARMORED TROOPER VOTOMS

By Martin Ouellette

EPISODE SYNOPSIS 25-28

Episode 25: Infiltration

In the jungle, a battered Kuan Yu tries to find his way to EX-10. Suddenly, he is discovered by a Bera guerrilla patrol, which goes after him with a vengeance. Cornered, he starts to make peace with his maker when the patrol is wiped out by a concealed ally, who proves to be Lou Shako.

Exhausted, Kuan Yu thanks Shako for saving him and tells him that the Perfect Soldier has escaped. Later, as Kuan Yu rests at EX-10, Gon Ner comes to visit him. The first thing Kuan Yu asks is to avenge himself on Chirico and his group. Gon Ner dismisses his request, saying that Kuan Yu should be more concerned about the next operation, which promises to end the Kummen War forever.

As Chirico and his friends reach the vicinity of the Palace, Paul Potaria tells them how difficult it will be to infiltrate it, as the Bera seem to be preparing an important military operation. When Chirico learns of the truck caravans moving on the road, he gets an idea that will increase their chances of infiltrating the palace grounds.

Meanwhile, Monica and a group of Bera commandos are hard at work fending off a small EX-10 attack against the palace. Her men are dispirited and are starting to think that their cause may be lost, but Monica tries to keep faith in her king.

On a road nearby, Chirico and his team take possession of a Bera trailer truck loaded with *Standing Turtles*. They then put on a show for another Bera vehicle, destroying their own *Diving Beetles* in the pretense of eliminating a mutual threat. Kidera, Fyana, and Potaria (all in *Standing Turtles*) then board the trailer truck (which is already loaded with Chirico's tarp covered *Marshy Dog*) now driven by Chirico, and the four companions follow the Bera missile car they just "saved".

In the palace, Monica is starting to feel depressed at the idea that maybe her men are right and that their struggle may be in vain. When she tries to find the king in the hope he will reassure her and rekindle her faith, she finds him walking to his chamber. As she readies herself to interrupt him in his musings, she sees that his attention is distracted by a conversation between Boro and Ypsilon. The young P.S. wants to hunt down Chirico and kill him, but Boro tells him that he must wait for his new A.T. to be delivered. Ypsilon storms off, and noticing the king, bows to him in respect. The king is concerned about the young P.S.'s mental state, and tells Boro so. He then tells the priest about his attack plans, which will take care of their enemies for good. When Boro asks him if he expects a lot of casualties, the king's only answer is "It is unimportant who lives or dies, only that Kummen is reborn!"

Monica gasps in horror at discovering that her king is so heartless. When she tries to confront him, his stare is too much for her and she runs away, dropping the gun she had trained on him. [Author's note: the king is not evil. He just follows the now famous Vulcan precept "The needs of the many outweigh the needs of the few". Obviously he is ready to die for his country.]

Meanwhile, Chirico's team arrives at the palace and starts an attack. Ypsilon wants to go out and waste him, but Boro tells him to wait a few more moments, so that Chirico will have to come to them.

When the team has made its way inside the palace, Potaria suddenly jumps out of his mecha and tells the others that he will be right back. It takes him a few minutes to find what he was looking for: Monica. Unluckily for them, Monica gets shot and dies in Paul's arms. Enraged, he decides to go after the king, whom he blames for Monica's death.

As this drama unfolds, King Kansielman is watching the battle on a monitor. An alert sounds, showing a large group of A.T. helicopter transports. Another monitor shows the interior of the palace's A.T. hangar, where Fyana trades her *Standing Turtle* for a brand new *Brutish Dog*. Ypsilon freaks and wants to go out, but is restrained by Boro's orders. He must wait for his new A.T. if he wants to fight Chirico and win.

At the hangar's door, Chirico watches the swarm of transports coming their way and wonders if this will hinder their mission. After blowing the hangar, he, Kidera, and Fyana go back into the inferno of battle...

Episode 26: Pressure

At the empty EX-10 base, Gotho and Coconna are trying to learn a little more about the palace battle, but they only reach Vanilla, whose squadron of gunship helicopters are rapidly approaching the palace. In his command chopper, Gon Ner orders a strafing run to keep the Bera's heads down so that Kuan Yu and his AT platoon can make a droop. Vanilla obeys, as the Bera open fire on the gunships.

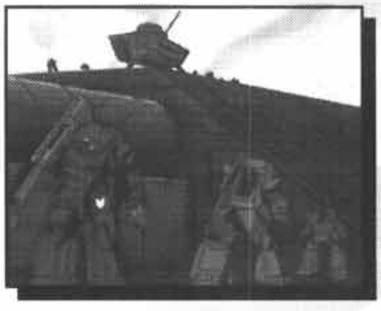
On the ground, Kuan Yu orders Lou Shako to take the lead. Vanilla's team is decimated and he has to land his heavily damaged chopper. Meanwhile, Chirico and the others wonder where Ypsilon is. He hasn't shown up yet and they are puzzled. Fyana's revelation that the young P.S. was waiting for a new machine does not put them at ease. In a secluded area of the palace, Ypsilon, at last, receives his new AT, called the *Strike Dog*. It is a little gift from Albert Kiri, the master of the Secret Society.

Meanwhile, in the corridors of the palace, Paul Potaria looks for the king. At one moment, he tries to interrogate a guard, who would have killed Paul if Vanilla hadn't appeared to save him. From the downed guard's radio, Paul learns of the king's location.

As Ypsilon boards the *Strike Dog*, Boro smiles to himself, knowing that this will be the final confrontation. The young P.S. strikes hard at the EX-10 AT platoons, first destroying the soldier mecha, then immobilizing Lou Shako's *Berserga*. He then goes after Kuan Yu, furious that Chirico escapes him again.

Hiding in an alcove, Ypsilon's much wanted prey is making plans with his friends. This is when Vanilla appears to tell them that Paul has gone after the king alone and that Ypsilon

28 ►



HEAVY GEAR FIGHTER — THE COMPLETE HGF

With the recent success of the Card Fighter™ line, there may have been some confusion as to what products and expansion sets were currently available for the Heavy Gear Fighter. Fear no more. Here is everything you always wanted to know about HGF products, but were afraid to ask.

BOXED SETS

HGF — Showdown in the Badlands [ICF-02]

This is the first and most exciting mecha fighting card game ever designed. The game is not yet another collectible card game. Packaged in a resistant video cassette box, it contains 108 playing cards and 8 machine character cards, and that is *all* you need to play the game.

The first printing was sold out last fall (no more than three months after its initial release) and had to be reprinted at the end of the year. There were some modifications to the card stock to make them easier to manipulate. The rules were also revised and totally rewritten (Revision Level 1). If you wish to get a hold of those rules, there are internet versions available at mordred@coffeehaus.com. You can also send $1 US at our address and we will return you an updated version of the rules.

HGF — Weapons & Equipment [ICF-03]

This first expansion set for HGF contains 72 cards. Half of these cards are equipment cards, half are Weapons. These cards allow you to rebalance the game since — as is the case with real life tanks and war machines — some Heavy Gears are not quite as powerful as some others. The cards for each deck (either Weapons or Equipment) can be dealt in two possible ways: Initial Loading (the cards are dealt at the beginning of the game and no one receives any after that) or Scrounging (the cards are shuffled in the main playing deck and players can gather them as the game goes).

The Weapons & Equipment expansion set also includes the long-awaited multiplayer rules. Now, the game can be played with up to 8 players, or even 16 (if you happen to have two sets of the basic game with you).

MAGAZINE INSERTS

Mishaps [Mecha Press 14]

Not everything goes well during combat. Some events occur that are no one's fault, but that hinder the Gear pilots during their fight. This 12-card magazine insert (the first one ever published) is shuffled into the regular basic playing deck.

Fortunes [Mecha Press 16]

On the other hand, some things *do* turn out well. The Fortune cards come to compensate the adversary effects of the Mishaps and can have their own positive effects on the fight. This 12-card magazine insert, like the previous one, can be shuffled into the regular basic playing deck.

Booster Set 1 [Inphobia 52]

This 12-card magazine insert, published in the formerly named White Wolf magazine, is a sampler of all the decks currently available: standard (yet more flexible) Offensive cards, Enhanced Defense cards, new Strategy cards, Mishaps, Fortunes, Weapons and Equipment cards. As all magazine inserts, they can be shuffled into the regular playing deck.

ARTICLES

Questions and Answers I & II [Mecha Press 14 & 17]

These rule clarifications were required to elaborate on certain aspects of the game which were not as detailed in the basic game rulebook. They answer those esoteric questions which just about *never* get asked during playtest.

Continuous Play [Mecha Press 15]

This optional rule for HGF allows one-on-one players to fight each other using a much smoother and "blow-by-blow" initiative system. No more Turns, no more starving for cards, no more "two consecutive attacks maximum" hassles!

Mastering Combos [Mecha Press 15]

Combos are perhaps the most interesting — and complex — aspect of the Card Fighter™ game system. They are the key to victory, so any Heavy Gear fighter worth his (or her) salt should know about them. Learn to successfully Combo before anybody else does.

Improved Fighting [Mecha Press 16]

Sometimes, you just *need* that Fire & Forget Spec on a Move, but the machine just cannot let you do it. With this article, you have the option of paying extra Actions for a Move and "buy" the Specs you need. Expensive, but more often than not very much worth it.

A Rookie's First Fight [Inphobia 52]

Want to teach your friends how to play HGF? Don't want to teach them *everything* at the same time and lose their interest? This article is the authoritative way to teach Heavy Gear Fighter to people who have never played it before. Four levels of play, from beginner to expert. Learn which rules should be taught first, which ones last, and dazzle your friends with a game that will leave them craving for more!

UPCOMING PRODUCTS

HGF — Tactics & Training [ICF-04]

This second expansion set for HGF introduces combat tactics which allow you to triumph over your opponent. Additionally, it includes a deck of cards which allow your pilot to learn new Moves and new Specs (that are recorded on his — or her — pilot character sheet). Learn them once or learn them many times in order to improve their Action Cost or Overload Level modifiers. These decks are put beside the main playing deck; players draw cards from them at the beginning of each Turn in addition to the normal quota of cards they should receive.

HGF QUESTIONS & ANSWERS II

By Jean Carrières

As the game makes its mark on the market, we receive an increasing number of feedback letters through mail or through the internet. We always make a point to answer all of them personally, but we believe that many of you out there do not have the time to write and would still like to benefit from these answers. Here are a few of the most frequently asked questions and our answers to them.

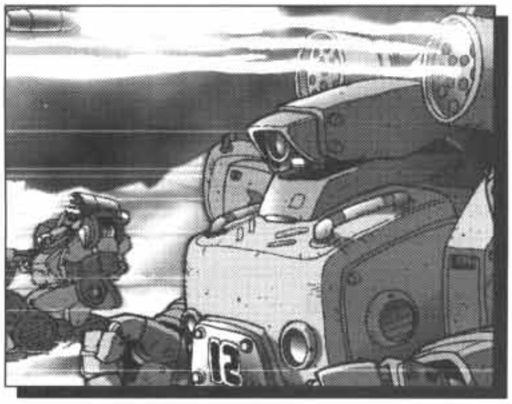
• What is a Customized Deck and a Personalized Deck? What is the Difference? What applies to Heavy Gear Fighter™?

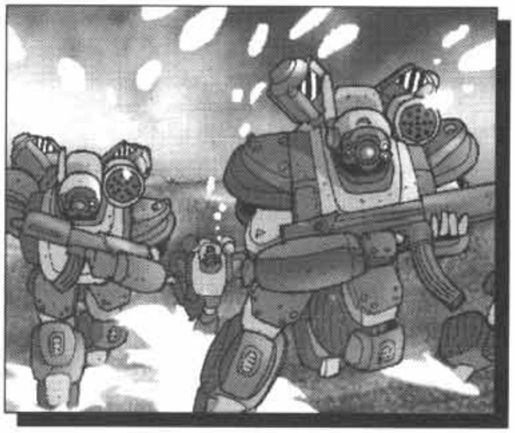
Customized Decks are card decks that are built and assembled from the ground up by the players. For those who are familiar with **Magic: the Gathering™** (and we know there are many of you out there), you are already familiar with this procedure. Unfortunately, this cannot be done with **Heavy Gear Fighter™**. What you are allowed to do, however, are Personalized Decks. These decks are decks to which up to 36 cards have been added. These extra cards can be selected from various expansion sets or mini-sets (**Weapon & Equipments**, **Mishaps**, **Fortunes**, **White Wolf Inphobia** insert of February, etc.), so long as the number added to the deck does not exceed 36. These Personalized Decks should have a maximum number of cards equal to 144. The "base" cards may not be removed or altered. They should remain in the deck just the way they are. The only cards which may be changed are the extra 36 cards.

Personalized Decks can be used in two ways: the players each have their own, or they draw from the same one. We recommend that players try both and adopt whichever method appears as the most entertaining to them.

• How come some cards have a different gloss? What gives?

The first printing of the card game was done on laminated cardboard, with a gloss on both side. When we ran out of the first print of the game (three months after its initial release, no less), we were advised to switch to an easier-to-use, easier-to-read varnish that would only be slightly glossy on the back of the card. It has the drawback of making the new cards stand out from the deck. When dealing cards, you should make sure no one cheats and that the cards are always dealt in the same manner. For those who have bought the **Weapon & Equipment** expansion set for HGF, you will notice that one deck is laminated and the other one is varnished. This is so because the Equipment deck was printed before the Weapons deck. All upcoming cards will be printed on varnished cardboard and you will not have this discrepancy anymore. We apologize profusely for any inconvenience.





• How come an Iguana can't beat a Grizzly? Why aren't the Gears balanced?

Heavy Gear Fighter™ is made to be played either as a stand alone or as a supplement for the upcoming **Heavy Gear RPG** (using **Silhouette** rules). As part of an RPG, it would be inconsistent to have machines of different sizes and power fight on an equal level. As a stand alone game, it would be optimal if all machines were perfectly balanced and equal. HGF strikes some sort of balance. A *Grizzly* is tremendously difficult to defeat, but an *Iguana* can damage it quite a bit in the card game. While not as balanced as one could hope, the *Iguana* has more of a fighting chance in HGF than it does in the RPG. On the other hand, not all Gears are balanced so that they can be used in conjunction with the roleplaying game. Your best bet is to play with Gears of equal strength or to use the multiplayer rules introduced in the **Weapons & Equipment** expansion set.

• What is the minimum Action Cost of a Move? What is the minimum Overload?

In both cases, regardless of the negative modifiers, the minimum Action Cost and/or Overload for a Move is 1.

• Does taking damage during a Combo constitute a failed defense?

No. The rulebook is in error on that subject. If you have defended against a Move during a Combo, then you are still entitled to defend against the next Move in the Combo, regardless of the damage you have taken. The rule listed on p. 21 of the revised rule booklet (Revision Level 1) should not have been included.

• How do I get answers to my other questions?

Write to us (see address on content page) or, if you have Internet access, email to **mordred@coffeehaus.com** (Jean Carrières, game designer) or **dp9@coffeehaus.com** (Dream Pod 9). We welcome your feedback and suggestions!

◄ 25

is trashing the EX-10's A.T.s. Chirico decides to go after Boro with Fyana, while Kidera and Vanilla go off to help Paul.

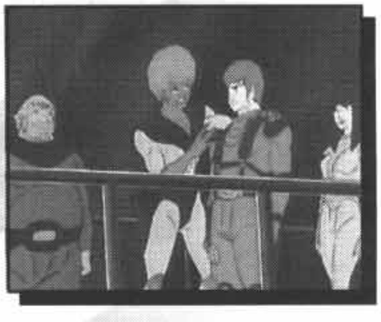
In the monitor room, Boro is pleased to know that Ypsilon is carrying out his mission with enthusiasm. Meanwhile, the king has retreated into his chambers. Boro now controls everything!

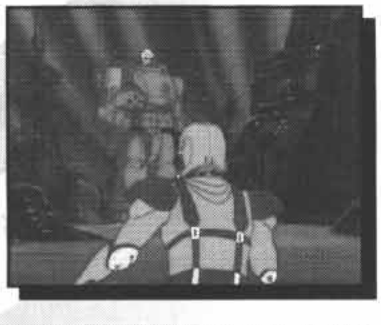
The king has lost some of his confidence and, after he has dismissed his rather bothersome councilors, asks a guard for some wine . He is rather surprised to find out that the guard is none other than Paul Potaria! Enraged, Paul pulls a gun on the king and blames him for both the destruction of Kummen and the death of his beloved Monica. But shooting Kansielman would be a poor means of revenge, and Paul challenges him to lance combat. Each taking a lance, the two men start their fight. Outside the room, the guards are trying to open the steel doors with a blowtorch and call an A.T. to their aid. When Boro learns of the king's situation, he calls Ypsilon, ordering him to disengage from the enemy and go to help the king. Ypsilon is frustrated, but gets underway just as hundreds of *Diving Beetles* fall from the sky. The final enemy attack has started.

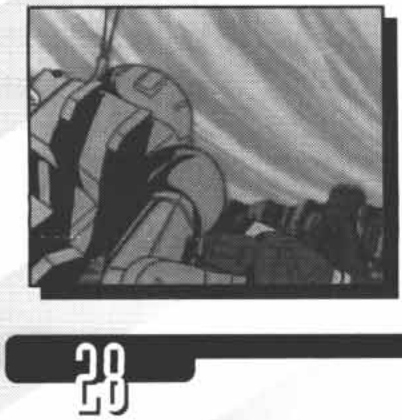
In the king's chambers, the duel continues and, although the king is a better lance fighter, Paul manages to impale him with his lance blade.

In the palace's main tower, Chirico and Fyana blast their way to the monitor room at full speed, trying to get Boro. They find him! At last, Chirico has one of his most hated enemies in his sights and he will not let him escape. As Boro runs for his life pursued by Chirico's *Marshy Dog*, he radios Ypsilon and calls him for help.

In the king's chambers, Paul tries to comfort his dying former friend, as he learns that the king never stopped considering him his friend, even after Paul's departure for EX-10. To redeem himself about Monica's death, he gives Paul a small key, which will give him access to a shuttle to escape. This is when the guards finally bust the steel door open and shoot Paul, only to be destroyed themselves by Kidera and Vanilla, who found their friends too late.







As Boro runs for the palace's lowermost part, the mining shafts, Chirico catches up with him. Boro only has the time to grab a handrail, and is suspended over a near bottomless shaft that seems ready to swallow him. As he howls in terror, Chirico opens his *Marshy Dog*'s hatch and prepares to interrogate him. And Boro knows that this time, only the truth will be accepted...

Episode 27: Dark Change

On the *Teltain*, the Secret Society's flagship that is presently orbiting the planet Merukia, Albert Kiri is rather dissatisfied with Boro's experiments with the P.S., and Aron and Guran, the two scientists responsible for the creation of Ypsilon. They don't accept his point of view and tell him that the P.S. will eventually prove to be extremely valuable to the cause.

In the Holy Palace's mining shaft, Chirico starts questioning Boro. The false priest tells him that when the Secret Society learned of Proto-1 (Fyana), they kidnapped her from the Merukians. Using the data, the Secret Society made Proto-2 (Ypsilon) to constitute the nucleus of their P.S. forces. But the two proved to be unstable, and exposure to emotions made them imperfect. The only way to stop this is to destroy the one that made these changes possible: Chirico Cuvie! This is when Ypsilon arrives to save his master. He will now kill his human foe and take back what is rightfully his: Proto-1.

Flying over the Holy Palace, Gon Ner, in his command chopper, tries to contact Kuan Yu, but to no avail. It seems that he will have to land and check the situation out by himself.

Boro screams to Ypsilon to jump Chirico, but the young P.S. is cautious, as he does not want to harm his master. When Chirico asks Boro if the Perfect Soldier process can be reversed, Boro responds that it is impossible. As Ypsilon prepares to charge Chirico, Bully Kidera appears and tries to ram Ypsilon. The young P.S. whirls his *Strike Dog*, sidesteps, grabs Kidera's *Standing Turtle* by its arm and flips it over the balcony. As the *Turtle* falls, Kidera radios Chirico, telling him that he is sorry he could not help. Bully's mecha explodes as it hits the bottom of the shaft.

Having found safety on a nearby catwalk, Boro takes an elevator to go down the shaft. The two A.T. pilots go at each other, even if Fyana is trying to stop them. Meanwhile, Kuan Yu and Lou Shako have also arrived at the shaft and Kuan Yu calls Gon Ner, who orders his remaining forces to land and finish this battle. What he doesn't know is that a huge Merukian force, led by Jan Paul Rochina, will drop on the location in a few minutes. Their orders are to capture the P.S.; anything else is a waste of time.

In the palace corridors, Vanilla helps Paul Potaria to walk when the A.T. pilot falls. Knowing that he will not get up again, he asks Vanilla to give the shuttle key to Chirico. He then dies.

As Chirico and Ypsilon fight their way down the shaft, Chirico understands the Secret Society's interest in Kummen: the palace is located on an immense Jijirium crystal lode large enough to buy a planet! At one moment, Fyana fires between the two to separate them and stop the fight. By this time, the two men are out of their A.T.s and are preparing themselves to slug it out. When Ypsilon shows no desire to stop, she fires on him. When one of the bullets graze him, covering his face with blood, Ypsilon throws her a hateful look.

Meanwhile, Gon Ner has made it to the shaft and tells everyone that they have served their purpose and that the PS is now his. Unluckily for him, an explosion destroys the balcony where he stands, killing him. The falling debris also squishes Boro in front of Ypsilon's eyes, who remains cold and unfeeling as his master disappears under an enormous pile of debris.

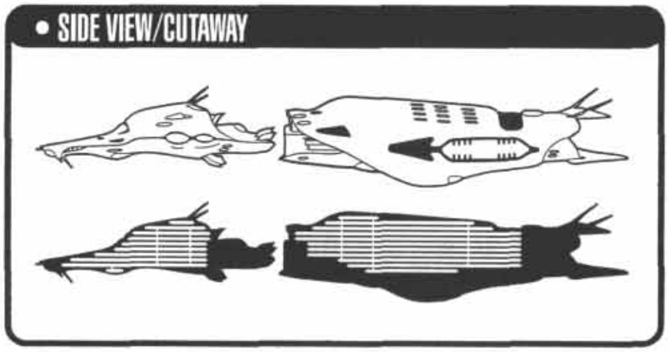
Chirico and Fyana do not idle about to witness Gon Ner and Boro's demise; instead they try to escape. Vanilla, driving a monorail car, suddenly appears and drives them to the shuttle hangar, where he gives them Paul's gift: the shuttle key. Chirico is taken aback, "But what about you?" Vanilla reassures him, telling him that he should consider this little shuttle ride as his honeymoon with Fyana.

The happy mood is then interrupted by a voice telling them to stay where they are and not move a muscle. It is Kuan Yu, with madness in his eyes. He is standing on a balcony high above them and Lou Shako is with him. Realizing that his commanding officer wants to kill Chirico and Fyana, Shako grabs Kuan Yu and throws him off the balcony.

Chirico and Fyana then board the shuttle, watched by Vanilla and Lou Shako. Both men wish them good luck and watch the shuttle lift off with a roar. As it disappears, Vanilla and Shako wonder what will happen to their two friends...

Episode 28: The Law

This episode is a recap of the Uoodoo events, especially from the Merukian point of view.



Macross II™ Spaceships & Deck Plans — Volume One

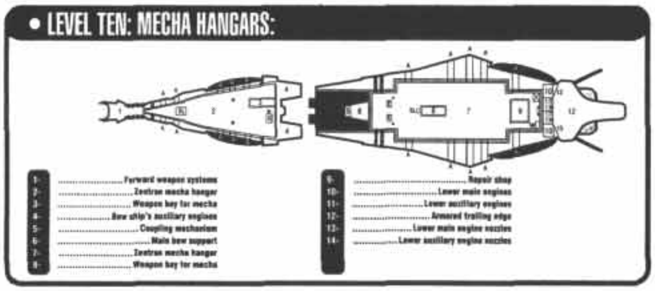
Page after page of never before revealed deck plans and complete ship information! Plus adventures and combat data. This is just the first of three Deck Plan books scheduled for 1994!

This series of dynamic sourcebooks presents beautifully mapped and detailed floor plans and bold illustrations and graphics from the television series that are simply mouth-watering. A must for **Macross II** role-players and animation fans alike.

Compatible with **Rifts, Mechanoids** and the entire Palladium Megaverse.

Highlights For Volume One:

- **Floor plans for the Emperor's giant Marduk base ship — the size of a small moon!**
- **Floor plans for the Marduk Flagship, Battleship, and Shuttle.**
- **Floor plans for the Zentran Destroyer, Command Ship and Scout.**
- **Floor plans for the U.N. Spacy's Macross Cannon and Carrier.**
- **Size chart, space combat and Zentran alphabet.**
- **A short adventure and adventure ideas.**
- **Cover by Kevin Long.**
- **Written and designed by The Dream Pod 9 team.**
- **64 pages — $9.95 plus $1.00 for postage and handling.**


• LEVEL TEN: MECHA HANGARS:
1- Forward weapon systems
2- Zentran mecha hangar
3- Weapon bay for mecha
4- Bow ship's auxiliary engines
5- Coupling mechanism
6- Main bow support
7- Zentran mecha hangar
8- Weapon bay for mecha
9- Repair shop
10- Lower main engines
11- Lower auxiliary engines
12- Armored trailing edge
13- Lower main engine nozzles
14- Lower auxiliary engine nozzles

Macross II™ Spaceships & Deck Plans — Volume Two

More giant spaceships of the U.N. Spacy and Marduk fleet. More never before revealed deck plans, complete ship information and exciting art and designs! Plus adventures and weapon data.

Highlights For Volume Two:

- **Floor plans for the U.N. Spacy's Command Ship, Battleship and Corvette.**
- **Floor plans for the Zentran's Flagship and carrier.**
- **Floor plans for the Marduk Dreadnought, Destroyer and Frigate.**
- **Size chart and combat data.**
- **Spaceship weapons, a short adventure and adventure ideas.**
- **Cover by Kevin Long.**
- **Written and designed by The Dream Pod 9 team.**
- **Available in stores everywhere by August!**
- **64 pages — $9.95 plus $1.00 for postage and handling.**

Macross II™ Spaceships & Deck Plans — Volume Three

This is the final volume in the Deck Plan series with the floor plans for the U.N. Spacy's moon base and the legendary Macross Dimensional Fortress. Plus information on the U.N. Spacy Headquarters, additional characters, data and adventures.

Highlights For Volume Three:

- **Floor plans for the U.N. Spacy's Moon Base.**
- **Floor plans for the U.N. Spacy's Headquarters & Culture Park.**
- **Floor plans for the legendary Macross Fortress.**
- **Cover by Kevin Long.**
- **Written and designed by The Dream Pod 9 team.**
- **Available in stores everywhere by December!**
- **64 pages — $9.95 plus $1.00 for postage and handling.**

Macross II™: Role- Playing Game

Macross II is a complete role-playing game and uses Palladium's famous *mega-damage* combat system. It is compatible with **Rifts, The Mechanoids** and the entire Palladium Megaverse.

Spectacular artwork shows front, side and back views, cut- a-ways, close-ups and detail drawings based from the original animation model sheets. Data includes the new transformable robots, battle armor, vehicles, equipment, Marduk and Zentran invaders, spacecraft and more. Compatible with all our mega-damage games!

Highlights Includes:

- **Five transformable Valkyries.**
- **Spacecraft, satellites, vehicles, weapons, and war machines.**
- **Marduk and Zentran power armor and mecha.**
- **Stats on major characters from the animated series.**
- **Cover by Kevin Long. Interior art by Newton Ewell, Wayne Breaux and Thomas Miller.**
- **Written by Kevin Siembieda — Available now!**
- **112 pages — $11.95 plus $1.50 for postage and handling**

Macross II™ Sourcebook One

The Macross II: Sourcebook One offers more dynamic art and information about Earth's military, the U.N. Spacy, their mecha, spacecraft, and troops, including five giant infantry robots (all tremendously powerful), the Metal Siren Valkyrie, the VF-XX Zentran Fighter, additional characters, and more!

Highlights Includes:

- **Ground mecha: The Tomahawk II, Defender-Ex, Phalanx II, Monster II and CAGACJ Ground & Air Combat Jet.**
- **Metal Siren — The newest transformable Valkyrie Fighter.**
- **VF-XX, spaceships, weapons, aircraft, equipment & characters.**
- **Many cut-a-ways, detail drawings and close-ups.**
- **Cover by John Zeleznik. Interior art by Ewell and Breaux.**
- **Written by Kevin Siembieda — Available now.**
- **64 pages — $9.95 plus $1.00 for postage and handling.**

Palladium Books®
Dept. D

12455 Universal Drive
Taylor, Mi. 48180

Copyright © 1994 Palladium Books Inc.
Palladium Books, Megaverse, Rifts, The Mechanoids and RECON are all registered trademarks owned & licensed by Kevin Siembieda. Heroes Unlimited and other titles are trademarks owned by Kevin Siembieda. Macross II is a trademark owned and licensed by Hero Communications/Big West/Macross II Project. Robotech is a registered trademark owned by Harmony Gold USA, Inc.

Available at hobby shops and comic book stores everywhere!

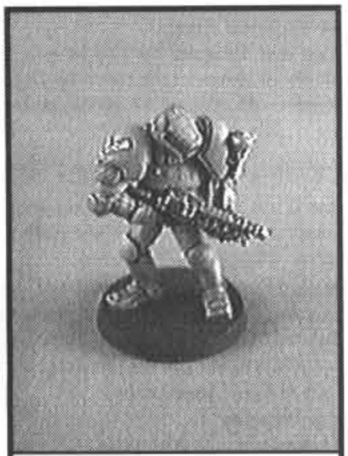
HEAVY ARMOR

By the Dream Pod 9 Modeling Team

HEAVY ARMOR is a regular feature that takes a look at some of the miniatures available on the market for mechanized science-fiction gamers and modelers. Thus, while mecha and powersuits are often reviewed, don't be surprised to see a tank or a fighter once in a while.

The reviews are mostly centered on the molding and general appearance of the miniature as it comes out of its package. Whenever possible, accuracy is checked against the gaming illustration which served as template. Other review criteria include molding quality, detail and so forth.

This issue's *Heavy Armor* features several powersuits and robots from Global Games' Legion of Steel line.



Name:	UNE Commandos
Sculptor:	Tom Meier
Kit Number:	1500
Suggested Price:	$5.95 US/Can
Material:	available in lead or pewter

This kit contains two troopers in the standard powered suit of the United Nations of Earth. Each comes in one solid piece, with the main body molded with the base. The molding is relatively clear, with few mold lines that were little trouble to remove. Only the gun was a little hard to clean since it is molded so close to the body.

There is not much detail on the suit itself, but the helmet, backpack and gun are well-defined. The suit is very close to the one shown in the game book. A dull army green color scheme was chosen along with bright red in the sensor plate.

Name:	UNE Heavy Assault Trooper in Behemoth armor
Sculptor:	Tom Meier
Kit Number:	1520
Suggested Price:	$8.95 US/Can
Material:	available in lead or pewter

Sometimes, UNE troops face enemy positions that are just *too* well defended. Then, they send in the Assault Troops with their huge Behemoth powered armor. The Behemoth is massively armored and bristles with weaponry.

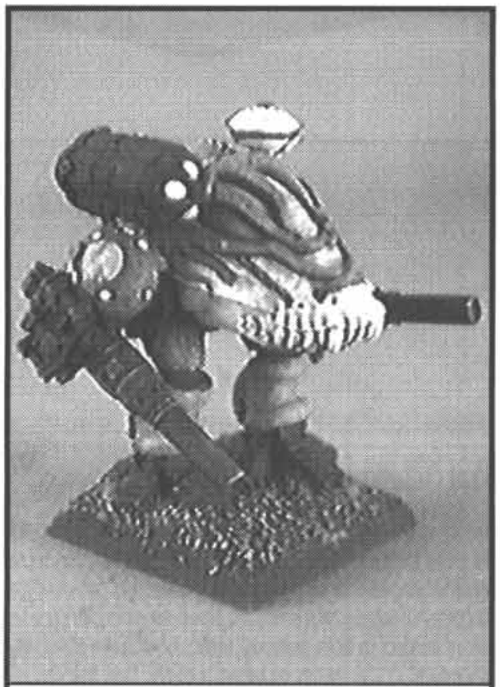
The miniature consists of three parts: the main body with the base, left and right arms. Since most of the armor is clean and smooth, cleaning up the mold lines was relatively easy (the only very detailed areas of the model are the main gun, backpack and helmet). Only the rear left leg mold line is a pain to remove due to poor clearance. The large contact surfaces of the shoulders helped greatly in gluing the arms, but we'd still recommand pining them for strength. Painting was easy, with most of the armor done in one single color. The large shoulder pads were great for adding unit insignias.

Name:	UNE Pioneers
Sculptor:	Dave Summers
Kit Number:	1580
Suggested Price:	$8.95 US/Can
Material:	available in lead or pewter

The Pioneers are the advanced forces of the UNE. Their suits are ladden with extra equipment and sensor systems to help them in their mission. All carry a smart mine in their left hand. Each soldier comes in three parts: body, left and right arms. There are two soldiers per pack.

There is a large amount of detail on this model. Extreme care must be taken not to damage any of it during clean up, making some mold lines difficult to remove (especially in the lower torso). We chose to leave the arms off until the painting was done, since many details would have been hard to paint otherwise. The various tools are well rendered and pleasant to paint.

MINIATURE REVIEW



Name:	Volcano B.A.P.
Sculptor:	Dave Summers
Kit Number:	3440
Suggested Price:	$14.95 US/Can
Material:	available in lead or pewter

This powerful yet organic-looking Bipedal Assault Platform is an Infranite design. The Infranites are one of the races of the **Legion of Steel** universe. With what you get for $14.95, this model is a bargain.

The miniature is large and impressive, yet GG managed to fit it within a standard package. The kit is made up of six parts: legs and base, main body (a big and impressive piece), left and right arms, missile launcher and "radar" (for lack of a clear purpose for this piece). There was little flash on the kit and the mold lines were removed in minutes.

The use of epoxy glue and metal pins is strongly recommended for assembly since this is a large and heavy model. A larger base is also recommended — we used a spare Citadel 40mm base, textured with putty and sand. It is best to leave the arms off until after painting is done, or they will make part of the main body's detail hard to paint. The color scheme used is mostly black, red and green along with bone-like colors on the "skull".

If you contact one of the advertisers in this magazine, please tell them you saw their ad in Mecha Press!

LE VALET D'COEUR

MINIATURES, FANTASY AND FUTURISTIC GAMES, TACTICAL AND ROLE-PLAYING GAMES. EVERYTHING YOU'VE EVER WANTED AND MORE FROM:

FASA, T.S.R., PALLADIUM BOOKS, AND GAMES WORKSHOP.

WE ALSO CARRY JAPANIMATION GOODS FOR ALL TASTES AND INTERESTS.

MODEL KITS FROM:

BANDAI, VOLKS, WAVE, KAYODO, AND OTHERS.

MAIL ORDER
CANADIAN ORDER:
CREDIT CARDS OR C.O.D.

U.S. ORDER:
CREDIT CARD ONLY (VISA, MC, AMEX)

4408 ST.DENIS
MONTRÉAL, QUÉBEC, CANADA
H2J 2L4
(514) 499-9970

THE BASICS OF MECHA MODELING

By the DP9 Modeling Team

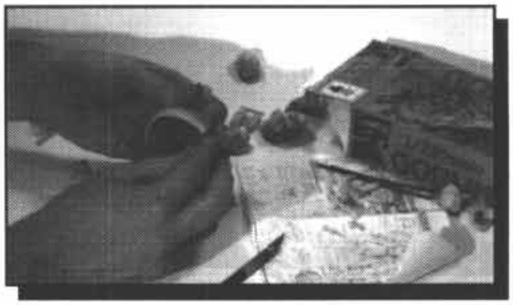
The Basics of Mecha Modeling is an ongoing series about - what else - mecha modeling. It is primarily intended for beginner-level modelers, but it is the authors' hope that even long-time plastic bashers will find something useful in these pages.

The series is a direct result of the queries many of the readers addressed to us since the magazine began. Many wanted to get into mecha modeling, but had no idea on how to do it. The Pod team thus sat down and laid on paper the fruits of years of modeling experience. We sincerely hope it will help make the pursuit of this hobby easier for many readers.

PART 6: ASSEMBLY

If this is to be your first mecha model, it would be a good idea to build it straight from the box, with no appreciable modification. Such changes would only cause additional difficulties and might even ruin the kit completely.

Depending on the type of kit being built, the approach used to assemble it will vary. One does not build a vinyl kit the same way as a polystyrene model. For ease of reference, we have divided the models in four broad categories: plastic, resin, vinyl and metal. First, though, make sure your pre-assembly preparations are complete (as per Part 4, Mecha Press 16).



ASSEMBLING PLASTIC KITS

Decide which sub-assembly you want to start with, cut out the parts from the sprue and clean them. We usually begin with the head and/or cockpit unit as it is the focal point of the mecha — it is the part the casual viewer sees first. Of course, this is subject to both personal taste and chosen assembly procedure: if it is easier to begin with the feet, then by all means do so!

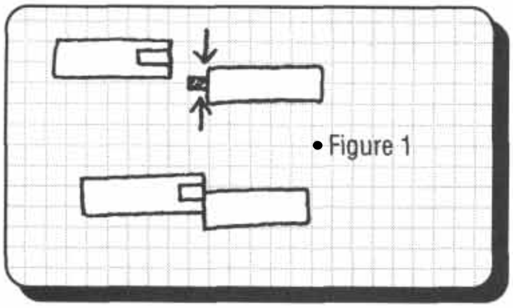
Because they are articulated, mecha usually have a lot of "open" parts. An open part is defined as an assembly or a limb where you can see the interior once the kit is finished. To mask this, paint the interior of the pieces flat black or flat dark grey before assembling them. It also helps to give a feeling of "mass" to the model.

Once the black paint is dry, gently remove any excess that may have gotten on the surfaces to be glued. Polystyrene glue will not work on painted plastic. Make sure all surfaces are clean of oil and dust. You may want to rough the surfaces up a bit with medium-coarse sandpaper to ensure a better adhesion (this helps the glue penetrate and melt the plastic faster).

Apply glue (tube or liquid) *sparingly* on both surfaces. Use a toothpick to apply tube glue or a "4" brush for liquid glue. Contrarily to what a lot of beginners believe, the more glue you apply, the less it will work! A thin, humid film on each surface is generally enough to ensure a solid bond, provided the two surfaces to be joined fit well (that's why we advised you in Part 4 to first test the parts' fit without glue).

• Troubleshooting

Sometimes, locator pins are misplaced and will impair you rather than help to assemble the model. Although no modern kit has this problem anymore, older ones and cheap imitations from Asian countries (see MP10 for more info) still do. The solution is simple: cut them off. It won't generally cause you any problem. If the pin is crucial to the model's construction, simply cut off only the tip and glue the rest normally (see Figure 1).



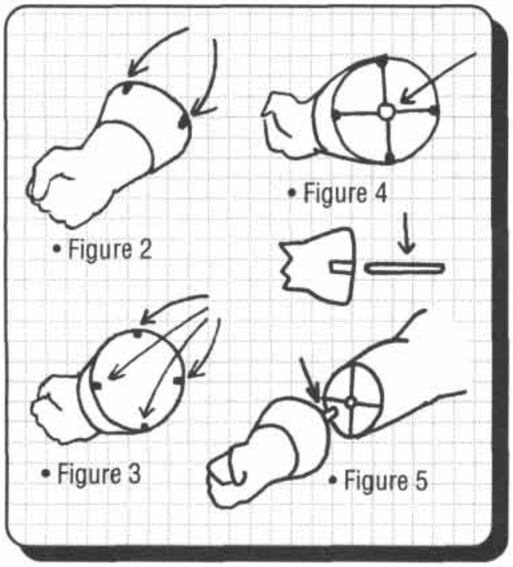
• Figure 1

Modern snap-fit kits, such as Bandai's Victory Gundam series, are designed so that the snap-fit process does not hinder the modeler who wants to build a glued model. However, such is not the case with older snap-fit models. If you are building one of those, feel free to cut off the snap-fit tabs if they are interfering with the gluing process. After all, it is the glue that will hold the thing together anyway, not the pins.

Some kits include metallic screws in their assembly. Although they are not absolutely necessary, they can be used to add additional strength to the structure. Avoid the temptation of screwing them in too tight — the plastic will just give out without warning if you apply too much force. Once the screws are in place, cover the holes with bits of plastic sprue. A touch of putty later and the screws will be completely hidden.

ASSEMBLING RESIN KITS

The preparation and assembly of a resin kit are a bit different from a plastic kit. With a hobby knife, remove the sprue stumps from the parts. Always remember that resin is more brittle than plastic, so be firm but gentle. Take some sandpaper and make the mold lines disappear. Be patient, as some mold lines can be quite pronounced. Make sure all parts are clean and well-shaped — you might have to do some minor corrections with putty (see Putty, below).



• Figure 2

• Figure 4

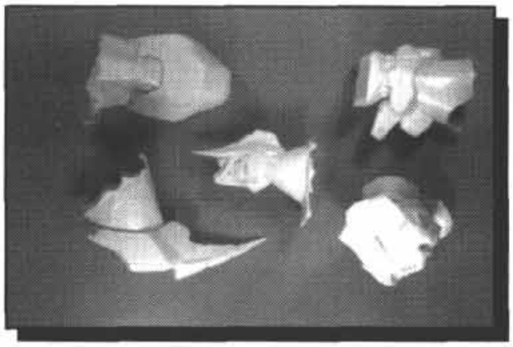
• Figure 3

• Figure 5

To assemble the kit, you will need CA glue or epoxy glue (but CA glue is better), a pair of wire cutters and a length of 1 or 2 mm metal wire. A drill bit corresponding to the diameter of the wire should also be at hand. The metal rods will serve as structural reinforcement, since resin on resin does not result in a very strong bond.

Place the parts where they should be, then take a small color marker and make four continuous lines on the two parts (see Figure 2). Ideally, the four lines should mark the ends of a cross or an "X" pattern (see Fig. 3). Once this is done , turn the parts so that the surface of the joint is facing you. Taking the four marks as starting points, trace a "X" on the surface (see Fig. 4). The middle of the cross will be where you will drill your hole for the metal rod (see Fig. 5).

Cut a short length of metal wire and glue it in the hole. Use a longer wire for bigger parts to add more strength. Assemble the kit normally, putty and sand. Leave off the smaller parts to simplify painting. Spray the model with an undercoat primer before painting it.

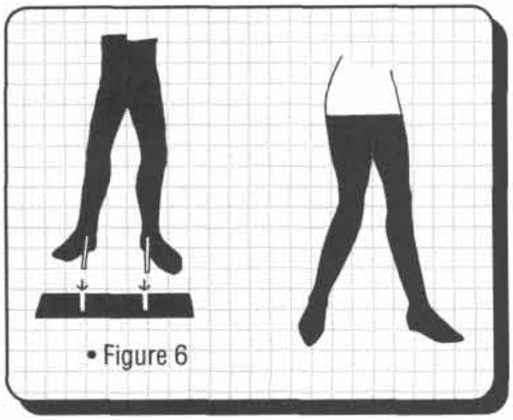


ASSEMBLING SOFT VINYL KITS

Putting together a soft vinyl kit is like putting together a kid's doll. The parts are heated to soften them, then slipped inside one another and allowed to cool. CA glue is used to add strength or to attach detail parts.

When there are bubbles in the material, they can be taken care of prior to assembly with model putty. If the gaps are too big, fill them with small scraps of plastic glued with CA glue, then add a thin layer of putty. If a part is warped, dip it in hot (but not boiling — you should be able to put your hand in it) water, let it soften then take it out. Form it in the correct shape and then dip the part in cold water to harden it. This method usually takes care of the problem, although we have seen some deformations which could not be taken care of that way. Internal bracing, with wood or plastic struts, may correct the warping, but some parts will resist even such a treatment. Although frustrating, it is better to leave the part alone in such a case.

The first assembly step is to shave off the (often huge) molding flash at the end of the part. For this, take a bowl and fill it with hot water — not boiling! Only hot. Dip the parts in the water to heat and soften them. Alternatively, a hair drier

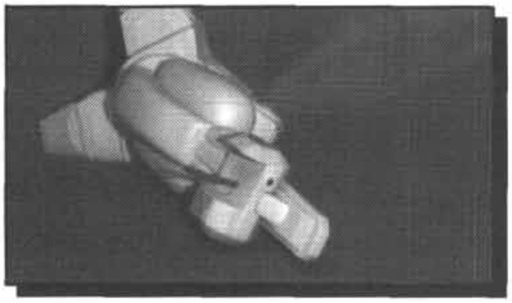


• Figure 6

may also be used, although one must be careful not to set the heat too high or else the part will melt.

Use a hobby knife to cut away the flash and mold lines. Be extremely careful, as it is very easy to cut too far; hot vinyl is soft like butter. Have the plans in front of you at all times, as they often indicate exactly where to cut. Once all the parts are rid of their flash, lightly sand them to get rid of any remaining defects. Don't sand too fast, or the friction heat will soften the vinyl!

Most vinyl models are quite large and often top-heavy. To make sure the model remains upright, either prepare a base with thin metal rods fixed in the model's feet or fill the lower pieces with plaster or two-part casting resin (see Figure 6).



Once all the parts are ready for assembly, slowly heat (preferably using the hair drier) the assembly point. Slowly slip the part into the other one. Don't use excessive force — simply add some heat to soften the vinyl again. It is often best to heat just the mounting hole and leave the mating part cold. Apply CA glue to lock the completed assembly into place — leaving it as is will make the model posable but fragile. Glue remaining parts with CA glue, unless you decide to paint them separately.

Once the kit is assembled, fill any seam with modeling putty and sand. Prime the completed assembly with primer to spot the remaining surface defects (if any), fix them and prime again. The model is now ready for painting.

ASSEMBLING METAL KITS

Metal here generally means pewter or a lead alloy of some kind. Because of its high weight and cost, metal is generally used for smaller models such as gaming miniatures. There are some beautiful metal models out there, such as the 1/300 scale Mortarr Heads from Five Star Stories by Kaiyodo or the 1/60 scale metal Votom kits. Some of the gaming miniatures are practically scale models in their own right — check out the Jovian Chronicles or Heavy Gear lines from Rafm.

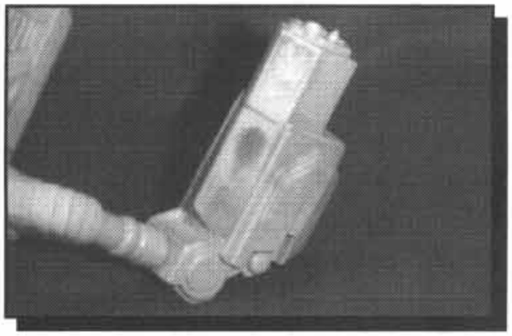
Metal kits generally have less pieces, since their diminutive size allow many parts to be molded together. The material requires the use of either CA or epoxy glue for assembly (see last issue for more information on these glue types). CA glue is generally easier to use, but it will not give a good bond unless the surfaces match perfectly. Epoxy will bridge any thin gap and provide an extremely strong bond. However, it takes some time to dry, so you have to prop the parts up while the glue sets. CA glue, on the other hand, dries nearly instantly.

Start by cleaning up all the parts, removing flash and mold lines. Assemble the model without glue to see how the parts fit together. Cut, file and bend where necessary to improve the fit. Some parts may be left off for painting to make the job easier. If this is the case, make sure the joint won't be too apparent afterward, as you won't be able to apply putty on the painted miniature.

Glue the parts together one by one. It is often best to fix any gap with putty before adding smaller parts, as they may get damaged during puttying and sanding. Once the model is dry, apply a white or light grey primer undercoat to see if any defects are left. Fix them and apply another light coat of primer. Your metal model is now ready to be painted.

PUTTY AND GAP-FILLING

If you just assemble your model and then paint it, gaps are going to appear where the parts meet. No matter how well you did the pre-assembly and gluing work, there will probably remain a few gaps afterward. A sure-fire way of recognizing a beginner's model is the presence of such gaps.



This is where putty comes in. Putty is a malleable substance which hardens when it dries. It is fairly easy to work with and is designed to slip into the tinniest crack on the model. Putty comes in small squeezable tubes, and several brands are available at your local hobby store. Apply it with a toothpick — just enough to fill the gap — and let it dry before sanding off the excess. Model putty takes forever to dry when applied in thick coats. If the gap is extremely large, fill it up first with scrap pieces of plastic.

The structural strength of regular model putty is somewhat poor. If you have to build up a large area, or if you have to remodel a damaged part, two-part epoxy putty is a better choice. Milliput® is the best-known modeling epoxy putty, but you can find other brands at your local hobby or hardware stores.

Epoxy putty consist of two bars of different colors which must be mixed in equal proportions. Cut off and mix only what you need and keep the two bars in separate Ziploc-like plastic bags. Epoxy putty can be dissolved in water — the more you mix in, the thinner it becomes, but the faster it dries. The putty will adhere to almost any surface, so work it with damp tools. Always wash your hands and your tools immediatly after working with it.

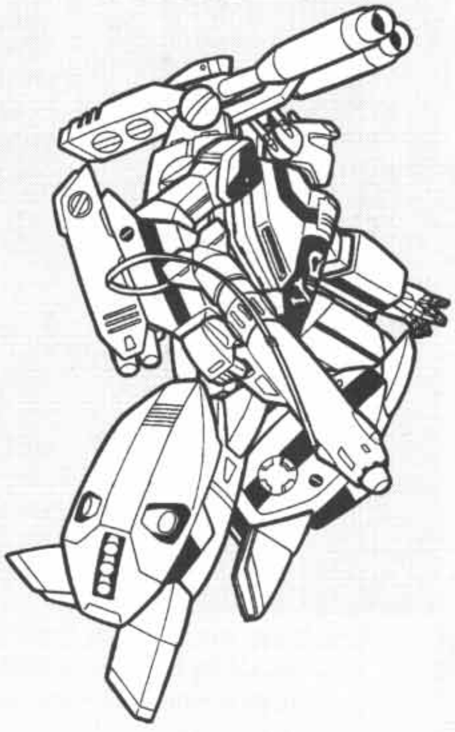
If the gap to be filled is in a detail-dense area of the model, apply strips of masking tape on either sides of the gap to prevent the putty from filling-in the detail. Remove the tape once sanding is done. You could also work the putty with sculpting tools, blending in into the model. This is very hard to do with model putty, but fairly easy with epoxy putty.

GTC

GTC sells a broader selection
of Sci-Fi Scale Models
than any other distributor
in North America!
Send $3 US for GTC's
New 28 page illustrated catalog
with over 1,000 Different Models
from Robotech, Star Trek,
Galactica, Gundam, Thunderbirds,
Star Wars, Macross, and more;
ALL in Stock.

We are open from: 12 Noon till 10 PM.

In the last 7 years, GTC has filled over 97%
of all orders submitted.



GALACTIC TRADE COMMISSION
10185 Switzer
Overland Park, KS 66212
U.S.A.

(913) 492-2169

The Greatest Event on the GLOBE!

GEN CON® Game Fair 1995

August 10-13 MECCA Convention Center Milwaukee, WI

- **Bigger than ever with over 1,000 games of all kinds!** Computer, arcade, adventure, military, strategy, board, miniatures, role-playing, and mind-blowing virtual reality!

- **Better than ever with hundreds of game tournaments!** Two dozen world championships, the famous AD&D® Game Open, and over $15,000 in prize giveaways!

- **More fun than ever with dozens of celebrity guests!** Like *Star Trek's* **James "Scotty" Doohan** on Science-Fiction Saturday, not to mention a stellar line-up of gaming greats on Thursday, Fantasy Friday, and Super Hero Sunday, too!

- **More new game releases than ever!** Over 200 game makers are exhibiting their leading-edge products at the world's largest game store!

- **Over 1,300 events in all!** Including fantasy art show and sale, game auction, costume contest, film festival, and lots more!

Register for 1, 2, 3 or all 4 days! Write today for more information! Your Registration Packet will be sent in May if we receive your request before April 15.

Meet *Star Trek star James "Scotty" Doohan**

Yes! Send me my GEN CON '95 Game Fair Registration Packet including the huge schedule of events for all four days, advance information on hotel accommodations, and more!

(Please print) Name

Address

City/State (Province) Zip Code

Daytime Phone Including Area Code

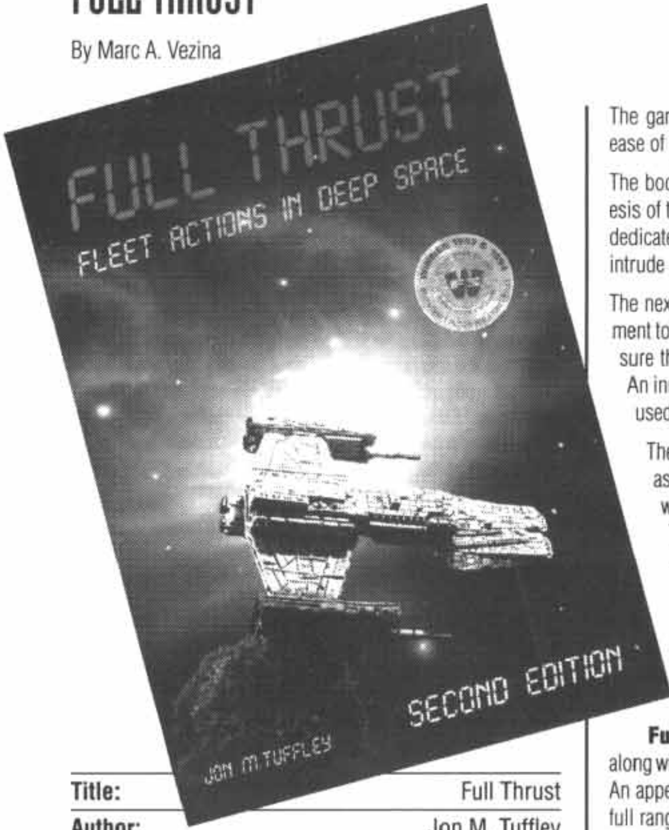
Mail to:
GEN CON Game Fair
201 Sheridan Springs Road
Lake Geneva, WI 53147 USA
FAX: (414) 248-0389
Email:TSRINC@AOL.COM

P.S. If you've already sent in your Early Bird Registration, you don't need to send this. Give it to a friend. Your Information Packet will automatically be mailed in May!

*Star Trek® trademarks and copyrights are the property of Paramount Pictures. © 1995 All Rights Reserved. Celebrity appearances are subject to change without notice. ® and ™ designate trademarks owned by TSR, Inc. © TSR, Inc. All Rights Reserved.

FULL THRUST

By Marc A. Vezina



Title:	Full Thrust
Author:	Jon M. Tuffley
Publisher:	Ground Zero Games
ISBN Number:	not included in review copy

Full Thrust is a science-fiction miniature-based wargame published by Ground Zero Games of England. It is a generic set of rules that allow simulation of space battles from many science-fiction universes. The game is now in its second edition, which merely clarifies the rules of the first edition while making the few small changes required by players over the years.

Full Thrust is a pure wargame, using models to represent the various spaceships involved in battle. Counters can also be used (and a few are included in the last pages of the 48-page book), but there are not as visually interesting as models. The rules are clear and well-presented and use the common six-sided die. The game does not simulate the third dimension, mainly for ease of play.

The book opens with a short introduction explaining the genesis of the game and how it is intended to be used. The game's dedicated background is relegated to the appendix so as not to intrude on the "generic" nature of the game engine.

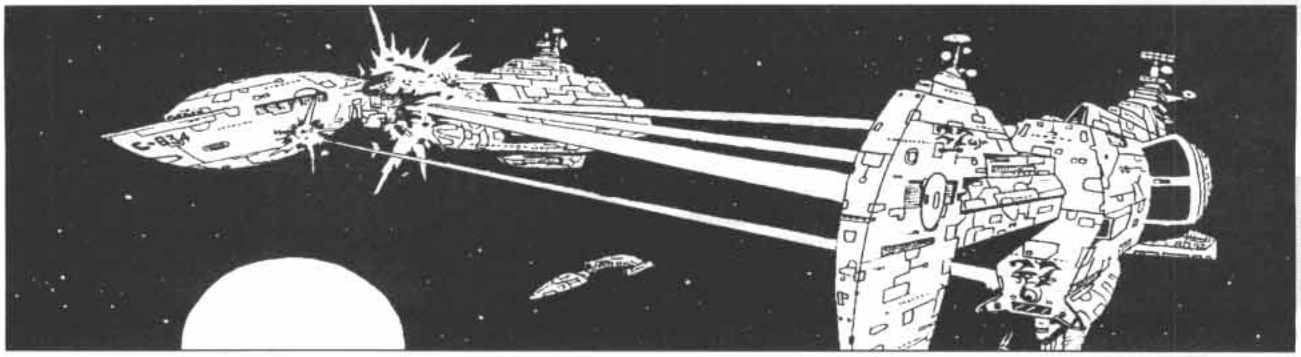
The next few chapters cover the bulk of the rules, from movement to fire. An introductory scenario is then proposed to make sure the readers understand the basic concepts of the rules. An innovative icon system is used to fill out the record sheets used in the game.

The following pages present rules for advanced play, such as fighter squadrons, anti-fighter attacks, specialized ship weaponry, sensor rules, asteroids, starbases and more. Then comes the ship design system. It is clear, simple, and easy to use. Although it greatly simplifies the characteristics of each ship and the systems it carries, it does allow one to generate statistics for almost any ship miniature.

The last segment of the book introduces the background developed by Ground Zero Games' for the **Full Thrust** rules. Two complete scenarios can be found along with ideas for further games and even complete campaigns. An appendix discusses the miniatures themselves and lists the full range of **Full Thrust** models from GZG.

The game is not a precise or accurate simulation of space warfare, but it does succeed in what it was designed to do: give players a good time. The rules are more than flexible enough to integrate any anime universe, and the rules are well-suited to play with the small scale Space **Cruiser Yamato** models by Bandai. Albeit a bit costly, **Full Thrust** is recommended for all space afficionados.

Full Thrust is distributed in Canada and the United States by GEO-HEX. Suggested retail price is $16.00 US for the main rulebook and $12.00 US for the More Thrust supplement (review forthcoming). GEO-HEX also distributes the models.



BAXTER'S BANDITS

DESERT NOMADS OF TERRA NOVA

By Gene Marcil

Baxter winced as a grain of sand slipped through his long lashes, stinging his left eye.

"Wind's picking up," he muttered to himself while rubbing away the offending particle. Zhou-lin shot Baxter an inquisitive look, as if Baxter had stated the obvious. Of course the wind was picking up. A tempest was on its way within the next few hours. After all, that was why the pack was here.

They were waiting for a gold shipment from the Stehlman mine to pass through this canyon. The convoy's normal route to Wounded Knee was well guarded, but the incoming tempest would force them to use the dangerous canyon as a shortcut. And when they did, Baxter's pack will be ready to greet them.

Baxter's communicator crackled. Through the pops and hisses, he heard his scout, Ahmad say, "Grandma to Big Bad Wolf... Grandma to Big Bad Wolf... Little Red Riding Hood is at my door and my.... does she ever look tasty!"

Baxter gave Zhou-lin a thumbs-up hand signal and shut the Beast's cockpit. He revved up his Gear and brought all of its systems on-line. To his left, a monitor displayed the tightbeam video transmission from the remote camera Girondin had concealed at the mouth of the canyon.

"O.K.. folks, from the look of things we've got two armored trucks escorted by a half-dozen Hunters. Three in front and three in the rear. Easy pickings..."

The convoy slowly snaked into the canyon. The lead Hunter's head shifted from side to side, examining the sides of the gully for any signs of an ambush.

"He's too suspicious," thought Baxter, "Can't let him spot us first." He opened his comm channel, "On my mark, people... One..."

The lead Gear of the convoy turned its sensors towards a large clump of bushes atop the western ledge of the canyon.

"Two..."

The Hunter slowed down and raised its left arm, signaling the others to stop.

"Three!"

Shots echoed throughout the canyon as the pack's snipers opened fire on the convoy's defenders. A 24 mm anti-Gear slug ripped through the lead machine's cockpit. The metal giant toppled backwards, fatally wounded. From the lip of the canyon, more shots rang out and, one by one, the other Heavy Gears crumpled and fell. The last one to die launched a rocket spread as he lurched sideways and collapsed. Horribly off-target, the rockets impacted with the side of the canyon just below Geirsson, one of Baxter's snipers. Geirsson screamed as the ledge beneath his feet crumbled and he fell to his doom below.

The Beast and Zhou-lin's "Red Valkyrie" rolled into the canyon, their autocannon's leveled at the armored cars. Baxter's smug voice boomed from the Beast's external loudspeakers, "Gentlemen, seeing as your escort is now indisposed, you'd best step out of those vehicles and let us relieve you of the burden of carrying all that heavy gold..."

BAXTER'S BANDITS: A ROVER PACK

The Bandits are a fairly typical rover pack. They are a ragtag collection of thirty-odd individuals of widely varied origin. Most of the pack members are native Badlanders but over a dozen Bandits, including their leader, are polar expatriates. The gender ratio in the pack is presently about one woman per two men but this ratio varies wildly as pack members come and go.

The Bandits were initially formed thirty years ago when Wendel Tilshan, a disillusioned and exiled Southern Republican political activist, attracted a small group of followers. This group made a doomed attempt to establish a commune in the Badlands waste, and rapidly fell into the habit of raiding their more successful raiders. Eventually, Tilshan's group abandoned their barren home and adopted a nomadic lifestyle. Styling themselves Tilshan's Merry Men, they initially attempted to redistribute wealth in a Robin Hood-esque manner, but over time, they lost their do-gooder streak and became greedy marauders. This pragmatic and materialistic attitude was only reinforced when Colin Baxter became the group's leader a few years ago.

Baxter's Bandits rely primarily on intimidation and ambush to make to their living. The Bandit's rarely resort to frontal attacks and, since Tilshan's untimely death at the hands of a military patrol, never engage trained military personnel in combat. While not cowardly, the Bandits always attempt to reduce their casualties to a minimum. Fighting to the death is an alien concept to them.

The Bandits have a grand total of two military grade combat vehicles. Both of these are scratchbuilt Heavy Gears. In addition, the pack owns seven small jeeps and trucks and a small one-man gyrocopter. The ground vehicles serve primarily as transport vehicles while the gyrocopter is used as a reconaissance craft when the weather permits. The pack owns dozens of small arms, including a half-dozen 24mm anti-Gear rifles, eight 15mm sniper rifles, and a 9mm light machinegun.

ADVENTURE SEEDS

- Baxter's Bandits have been raiding homesteader's along the border of the PC's nation. A border patrol (the PCs) is ordered to track down and eliminate the pack. But why are the homesteaders so uncooperative to the investigation?

- The Bandits raided a Badlands caravan that was transporting a polar spy. The Baxter's raiders killed the spy and took a mysterious "black box" from him. The PC's are sent out to recover the box from the Bandits.
- The run-away son of a rich mining executive has joined the Bandits. A small mercenary unit is hired to "fetch" the exec's son before he becomes a hardened criminal. The client wants his son back safely and will not pay mercs who brutalize his son. Here is the catch: the son does not want to leave the pack and the Bandits want to keep him.
- The characters have really did themselves in this time: their vehicles wrecked, they are stuck in the middle of the Badlands, condemned to slowly roast to death under the blazing sun. Unless they could get some help from a passing caravan with two ramshackle Gears...

COLIN BAXTER

Colin Baxter was born in Greenmire, a small fishing village near the ESE city-state of Okavango. Oppressively high taxes and random "pacifications" made living in the village nearly intolerable for Colin as a child. After being repeatedly beaten by security forces for simply being in the wrong place at the wrong time, he lost all respect for authority and decided to escape. On his 20th birthday, Baxter bluffed his way past the village guards and headed north to the Badlands.

During his first few years in the desert, Baxter nearly died of dehydration and starvation countless times. In his mid-twenties, he joined a rowdy rover pack called Tilshan's Merry Men. These flamboyant desperados stole from the rich and, complaining that they could never find enough poor people to give their spoils to, kept most of the ill-gotten goods. When Wendel Tilshan, the chieftain of the pack, was gunned down by a CNCS border patrol, Baxter fought for control of the pack and won, renaming them Baxter's Bandits.

Baxter is a tall, wiry man. He is presently in his mid-thirties, with prematurely graying hair and deeply tanned skin. Colin's dark brown eyes are perched above a large, angular nose. His square jaw is lined with gray stubble. He tends to wear nondescript Badlander-style desert suits and loose, white robes, but he fancies colorful silk scarves. Baxter's most prized possessions are an ornate knife, given to him by Tilshan when he named Colin as his successor, and the Beast, his scratchbuilt Heavy Gear.

•Stats

AGI	+1	APP	-1	BLD	0
CRE	+2	FIT	+1	INF	+1
KNO	0	PER	0	PSY	0
WIL	+1	STR	0	HEA	+1
STA	30	UD	5	AD	5

System Shock: 6

•Wound Tresholds

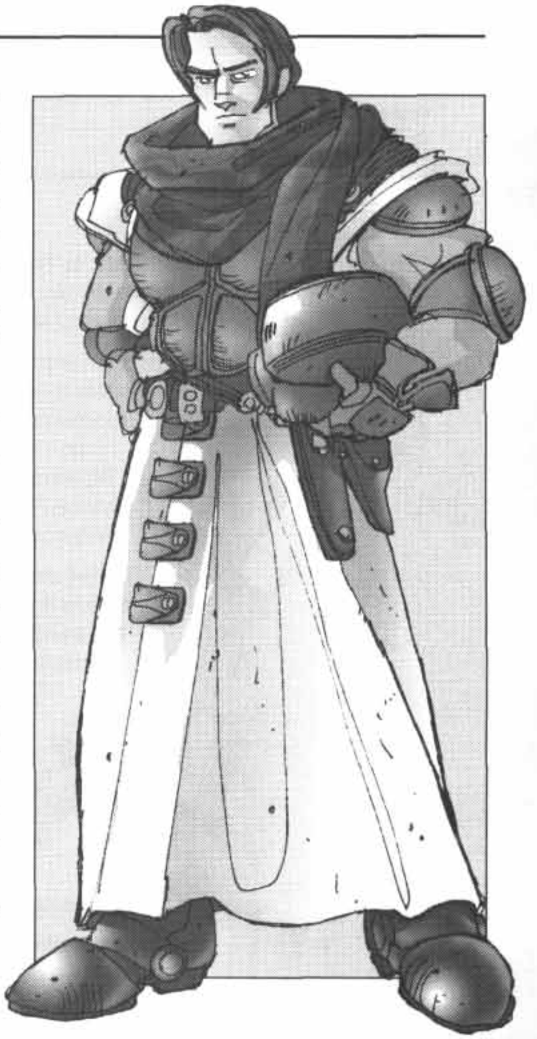
	Flesh Wound	Deep Wound	Instant Kill
	15	30	60
w/armor	45	60	90

•Skills

Ambush	2	Elecr.. Warfare	1	Notice	2
Athletics	1	First Aid	1	Small Arms	2
Camouflage	2	Gunnery	1	Stealth	1
Combat Sense	2	Hand-to-Hand	1	Survival	3
Communications	1	Heavy Gear Pilot	2	Tactics	2
Computer	1	Leadership	3	Theatrics	1
Dodge	2	Mechanics	2	Tinker	1
Drive	1	Melee	1		
Electronics	1	Navigation	1		

•Equipment

Flak Jacket (+30), Desert Suit (Recycler Type), 9mm heavy rifle, knife, scratchbuilt Heavy Gear (the Beast)



THE BEAST

Anatomy of a Monster

TECHNICAL READOUT

Vehicle Model:	Custom HG
Threat Value:	397
Offensive Score:	463.9
Defensive Score:	297.9
Misc. Score:	428.0
Cost:	92,633 Marks
Production Type:	ScratchBuilt
Individual Lemon Dice:	10
Size:	6
Original Default Size:	7
Crew:	1
# of Bonus Actions:	0
Armor Rating:	15/30/45
Pri. Movement Mode:	Walker
Combat Speed:	3
Top Speed:	6
Sec. Movement Mode:	Ground
Combat Speed:	6
Top Speed:	11

Maneuver:	0
Deployment Range:	550 km
Sensors:	0
Sensor Range:	2 km
Communications:	-2
Comm. Range:	*10 km*
Fire Control:	0

Weapons	**Code**	**Arc**	**Ammo**
M222 Autocannon Rifle	LAC	F	60
RP-109 *Pepperbox* Rocket Pod	LRP/24	F	24
9mm WestEx Chaingun	LMG	FF	240
HW-VB1 Vibroknife	VB	F	-
Homemade Grenades (x2)	HG	F	-

Perks:

- Audio System
- Cargo Bay (2 cubic meters)
- Geological Sensor
- Hostile Environment Protection (Desert)
- Loudspeakers
- Manipulator Arms x 2 (rating 6, can punch)
- Microlab (Geology)
- Searchlight (50 m range, FF)

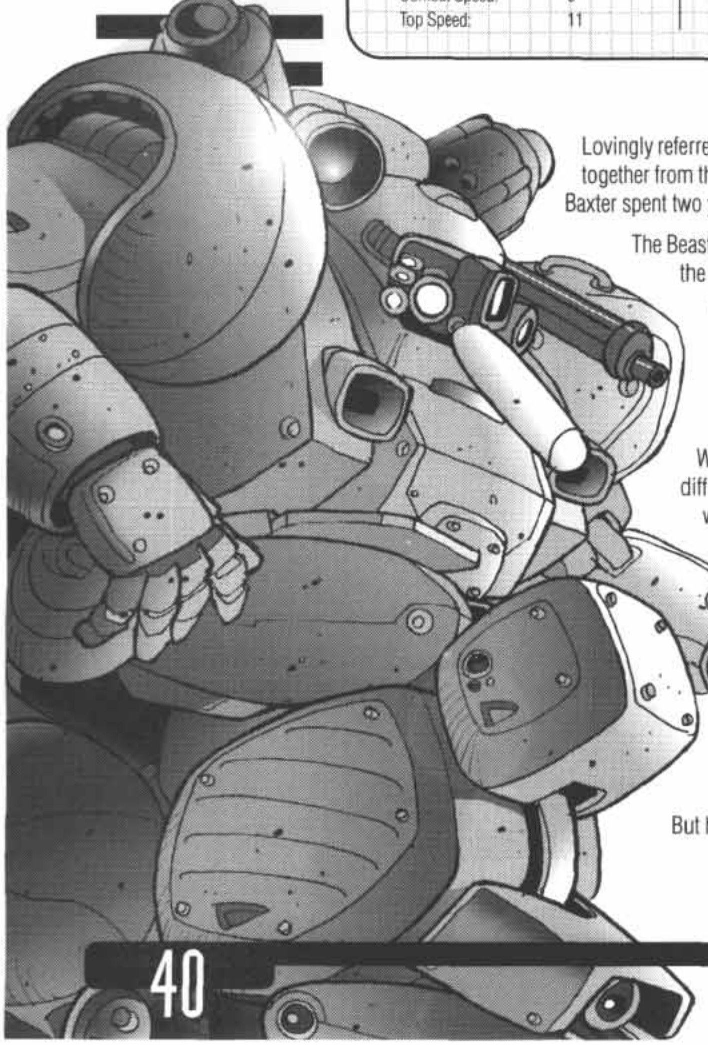
Flaws:

Large Sensor Profile (rating 1; due to poorly shielded sensors)

Defects:

Movement System Defect (-1 MP, already factored in)

Electronics Glitch (-1 Communications, already factored in)



Lovingly referred to as "Franken-Gear" by Iris Whiteall, Baxter's chief tech, the Beast was cobbled together from the remains of a Hunter, a *Jäger*, and a *Prairie Dog* prospecting Gear. Whiteall and Baxter spent two years scavenging all the parts to build it.

The Beast is a surprisingly effective technological nightmare. Under its thick armor plates, the Beast is little more than a confusing jumble of fibre-optic cables and mechanical patchwork. Most of Franken-Gear's chassis was salvaged from a standard CNCS *Hunter*-class general purpose Heavy Gear. Its left leg and right arm come off of a Republican *Jäger*-class gear. The Beast's sensor suite was cannibalized from a civilian *Prairie Dog* prospecting vehicle, giving it a highly sensitive geological sensor package.

Whiteall also installed a few special options on the Beast. Since APGL ammo was difficult for the pack to acquire, she replaced the *Hunter*'s standard grenade launcher with a modified infantry chaingun. At Baxter's request, she also added an audio system, external loudspeakers, additional fuel tanks, and a powerful searchlight. A backpack-like cargo bay has been added behind the Beast's engine.

As a scratchbuilt model, the Beast is rife with malfunctions and glitches. The non-standard sensor package resists all efforts to shield it properly. The Beast's mismatched legs are slightly out of synch, reducing the Gear's speed. The Beast's communication system was originally a police scanner, and the numerous minor incompatibilities with the *Hunter*'s electronics suite causes great amounts of transmission static.

But hey, it works.

IANUS PUBLICATIONS PRODUCTS

○	Anime Shower Special	#2	$3.25 US/Can
○	Mecha•Press	#6	$4.95 US/Can
○	Mecha•Press	#7	$5.50 US/Can
○	Mecha•Press	#10-12, 14-17 each	$5.95 US/Can
○	Poster-Zine (Akira)	#1	$3.95 US/Can
○	Protoculture Addicts	#4-9, 12, 14 each	$10.00 US/Can
○	Protoculture Addicts	#10-11, 15 each	$2.50 US/Can
○	Protoculture Addicts	#16-21 each	$3.50 US/Can
○	Protoculture Addicts	#22-23, 25 each	$3.95 US/Can
○	Protoculture Addicts	#26-29, 31-33 each	$4.95 US/Can
○	Night's Edge (Cyberpunk - 96 pgs)		$14.95 US/Can
○	Grimm's Cybertales (Cyberpunk - 128 pgs)		$14.95 US/Can
○	Dark Metropolis (Cyberpunk - 128 pgs)		$14.95 US/Can
○	Sub-Attica (Cyberpunk - 128 pgs)		$14.95 US/Can
○	Jovian Chronicles (Mekton II - 112 pgs)		$14.95 US/Can
○	Europa Incident (Mekton II - 80 pgs)		$9.95 US/Can
○	Star Riders (A Funny Game! - 96 pgs)		$9.95 US/Can
○	Project A-ko RPG (Silhouette-A - 128 pgs)		$24.95 US/Can
○	Heavy Gear Fighter (Card Game - 108 Cards)		$29.95 US/Can
○	HGF Exp. Set #1: Weapons & Equipment (72 Cards)		$24.95 US/Can
○	Video Fighter (Card Game - 108 Cards)		$29.95 US/Can
○	Heavy Gear Rulebook (Silhouette System)		Coming Soon!

TOTAL amount of the order: ______________________

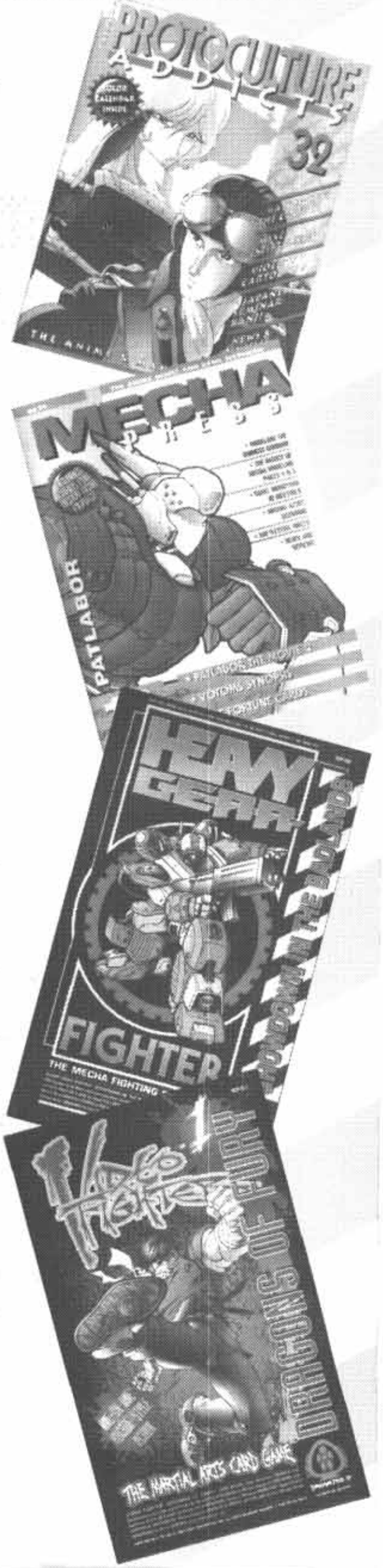
NAME: ______________________

ADDRESS: ______________________

CITY: ______________________ STATE: ____ ZIP: ______

Expect 4 to 8 weeks for delivery. Canadian residents must add GST (7%)
USA and overseas orders msut be in $US. For shipping add: 1.00$ (3.00$ overseas) per item.
Checks or money-orders must be drawn to:

Ianus Publications, Inc.
5000 Iberville, #332, Montreal, Qc., Canada H2H 2S6



THE RESCUE CAMPAIGN

By Richard Holman

The monorail shot forward, and no one was aware that the track was out ahead. The pilot had been killed by falling debris during the earthquake just moments before. Those passengers still conscious could only hope the worse was over, as the train raced for the damaged section at full speed.

There was a loud clap of thunder — another aftershock? The passengers began to panic, thinking perhaps the end had come. The thunder became a roar, louder and louder as the train streaked toward its appointment with doom. The roar was deafening now as a huge red and white jet, a sort of sleek metal interceptor, kept pace with the train. It was then that the machine did the impossible, transforming like a huge metallic origami into a gigantic, humanoid robot. The powerful arms grasped the out-of-control machine.

The cars lurched and people were thrown to the floor as the mecha unleashed the full power of its thrusters in a breaking pattern. The monorail began to slow down, the track overhead smoking and sparking as it resisted the robot's action. The system finally yielded, the train stopping just inches from the broken section of track. Ground-based rescue vehicles were already arriving on the scene, breaking out ladders and safety nets to evacuate the wounded.

The robot shot the passengers a Boy Scout salute before transforming back to a jet. Boosting out in the sky, it began to search for other trouble spots in the earthquake-ravaged city.

THE RESCUE CAMPAIGN

The most powerful machines, the most able-bodied cadets focused on saving lives, inspires a sense of wonder in most people. Many have sat on the edge of their seat watching brave men and women snatch victims of disasters from the jaws of death. Rescue missions can be the perfect background to a less violent, but truly interesting mecha campaign.

Both US and Japanese science-fiction and fantasy have many good examples of good rescue shows. The animated **Technovoyager** (**Thunderbird 2086** in English) and the live-action **Sol Brain** were immensely popular on Japanese television. Few could ever forget the grand daddy of all rescue shows, the Supermarionation classic **Thunderbirds**. All of these popular programs offer proof that the genre of high tech rescue is ripe for roleplaying.

The aim of this article is to provide game masters and players with the tools and ideas needed to play a Rescue Campaign.

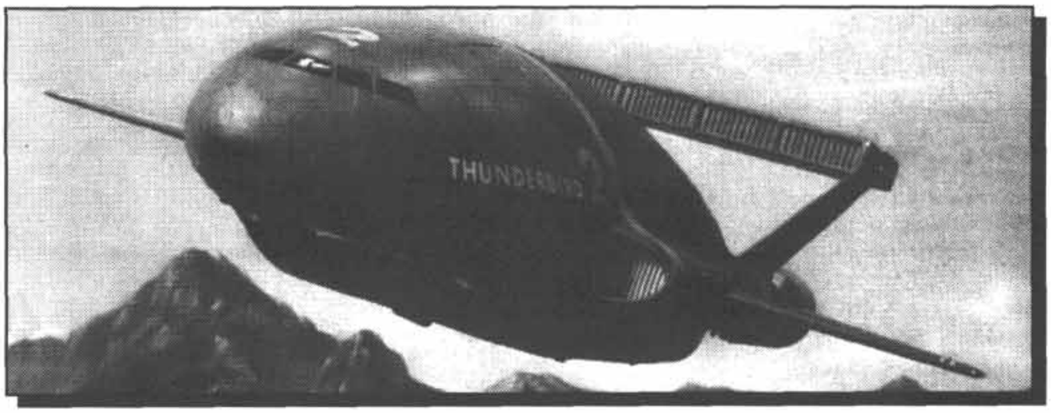
GAME MASTER SECTION

The first step to define is the setting proper. For the purpose of this article, we will assume it is the Earth of the very near future. It could be any world or any time period, from the 1960's Earth to the far future of deep space rescue in the Empire. Once you have chosen when and where the campaign will take place, it is time to really go to work.

The next step is to design the type of rescue organization the players will represent. It could well be a well-known worldwide force with thousands of people ready to help at a moment's notice. Maybe one of the players is joining this group for the wrong reason, like getting his name in the paper. The rescue force may be a small secretive group. This adds more intrigue as international criminals may try to steal the mecha for their own evil purposes ("In the wrong hands our equipment could be used to destroy life!"). The rescue force may combine the two, the players being the only mecha squad in a worldwide organization. This makes life interesting for the players, from professional jealousy from their comrades to constant attempts by terrorists to steal their machines.

Any good rescue organization will have a central headquarters, whether it be a remote island, a space station or a flying aircraft carrier. This gives the players a place to go when they are not out saving people. The type of base also helps define how the squad will respond to calls for help.

Now that you have your organization ready the time has come to build the mecha that will save the world. The machines may or may not be humanoid, but transformable mecha usu-



ally provide the versatility so important to rescue vehicles. Modular rearrangements (also represented by transforming) allows a single vehicle to operate with the characteristics of several different mecha. There are many specific profiles that a GM should take into consideration when designing the machines (if the players design their own machines, the GM should remind them of the mission parameters):

•Ground Rescue

These vehicles should be designed with generic rescue gear, plus maybe an earth-moving scoop and some fire-fighting equipment. More specialized stuff for missions such as mountain rescue and subterranean emergencies should also be considered.

•Aquatic Rescue

Surface and submarine capacities are vital to any international rescue organization. Deep sea environmental protection would be standard on a rescue ship. A wide variety of manipulators and customized torpedoes as well as decompression gear and universal docking equipment should be taken into consideration.

•Arctic Rescue

Cold weather protection is vital in a polar danger zone. Mecha-sized ski patrols could move at high speed to the disaster site for a rapid rescue. A wide variety of heat-based equipment could be used to dig out and aid victims.

•Desert Rescue

Sand and heat proofing is a must for any mecha operating out in the dunes. An absolute necessity for a desert rescue vehicle is a large on-board supply of water.

•Space Rescue

Vacuum protection and superior tracking systems are necessary in the vast expenses of deep space. A re-entry vehicle may be necessary to recover victims from the surface of other planets.

Players should be reminded not to forget the human factor — not all rescue will require the giant robot. Some rescue operations will require a subtler approach. The rescue organization could equip their people with a sort of powered rescue suit.

Such powered suits should possess a wide range of capabilities. All should have advanced sensors and be capable of protecting the pilot from a hazardous atmosphere. Other options could include "jaws-of-life" pincer arms, climbing tethers, portable fire fighting gear and medical equipment. Some may have an attendant vehicle, like a motorcycle, or even command armor that adapts the suit to different climates and situations.

Weapons, although not a primary concern, are certainly not out of the question. They may be needed for demolition work or in danger zones occupied by armed hostiles. Just because the players are saving lives doesn't mean that they are defenseless. A rescue trooper may have to blow up a berserk security robot to save bank employees trapped in an airtight vault. A sniper may be trying to kill the senator who is trapped with hundreds of other people on a burning plane. The difference is, the players are not there to fight, they are there to give a helping hand.

Once prepared and properly equipped, the final stage is to design a whole string of disasters, mishaps and accidents to keep your players busy. Early missions should be straightforward, just to get them used to the idea of *not* blasting everything that moves. As they improve, add levels of difficulty to make it more of a challenge. Your players should have to think before they act. No matter how complex, the average rescue should last one session, but the occasional cliffhanger keeps the campaign interesting.

The players should face as much risk in a danger zone as they would dropping into a battle. If it was easy, nobody would have created the rescue squad in the first place. During a space rescue, the players' ship could be caught in the same meteor storm that disabled the victims' vessel. A mad bomber could be trying to blow up the rescue transporter while the mecha squad is saving the Tokyo Tower from another explosive device. Anything is possible: try to keep the challenge level as high as you can. This sort of campaign requires a good imagination on the part of the Game Master to keep the players satisfied.

PLAYER SECTION

Creating a character for a rescue campaign should be done normally. If there are any house rules, follow them and create a character to your taste. There is no reason to exclude the possibilities of psionic rescue personnel — it could open new doors to adventure. What if a trooper could tell where the victim is under the rubble, just by using his mind? However, the GM does have final say on the use of psionic stats in his campaign.

The players should be a well-balanced mix of character types. A good example would be two pilots, a medical technician, a field mechanic and a veteran commanding officer. If the rescue force is of the secret type, the character should have a day job. The mild-mannered doughnut cook who has a secret passage to his mecha bike in his locker at work is an example. If the rescue squad is publicly known, the characters should have an "image". Examples of this would be the hot shot kid, or the dedicated doctor. Some players may insist on playing glory hounds; play it up with them. Just have them run into the tough commanding officer who loves to hand out push-ups.

Rescue personnel are not exactly the same as regular mecha game characters. They shouldn't be bloodthirsty, gun-toting, killing machines. An intelligent, athletic, dedicated person is more likely to risk his life for others than a "hack&slash" type. Emergency troopers can be roleplayed in a wide variety of ways, with many different motivations. This does not mean there is no action, nor is there no combat. It just means that fighting is not (or should not) be integral to the plot. Combat could be used as the background to your adventure if you roleplay medics in a war zone (a sort of M.A.S.H. — Mecha Army Surgical Hospital). Combat should be the last resort, and only after other options have failed.

ADVENTURES

Below are some ideas to get your rescue campaign off the ground. A newspaper can also give you many adventure ideas.

Fire at the North Pole

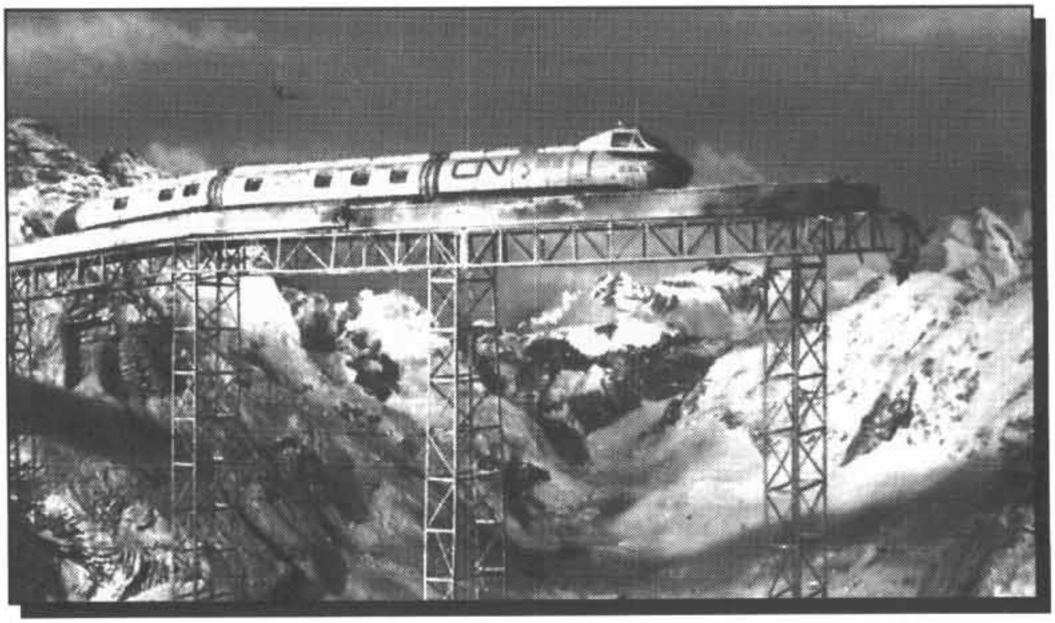
A military bomber has just crashed. It is down at the North Pole and the crew will freeze to death if not rescued soon. An easy task? Not so! One of the bombs carried by the plane has been activated by the crash, and one wrong move will vaporize both crew and rescuers.

Water! Water Everywhere!

An ocean-floor research laboratory has been toppled into a crevasse by an underwater earthquake. The pressure threatens to crush the fragile habitat like an egg. It must be brought up slowly so the crew does not suffer from the decompression syndrome. If that was not enough, the structure of the habitat has been weakened by the fall — one false move, and it will collapse.

Inferno!

The forest is ablaze. The rescue squad can't use the fire fighting foam until all the people are out. One group of hikers is still missing. Find them! You can't use the mecha, as it would cause too much damage to the remaining natural habitat. Don the powered suits and go!



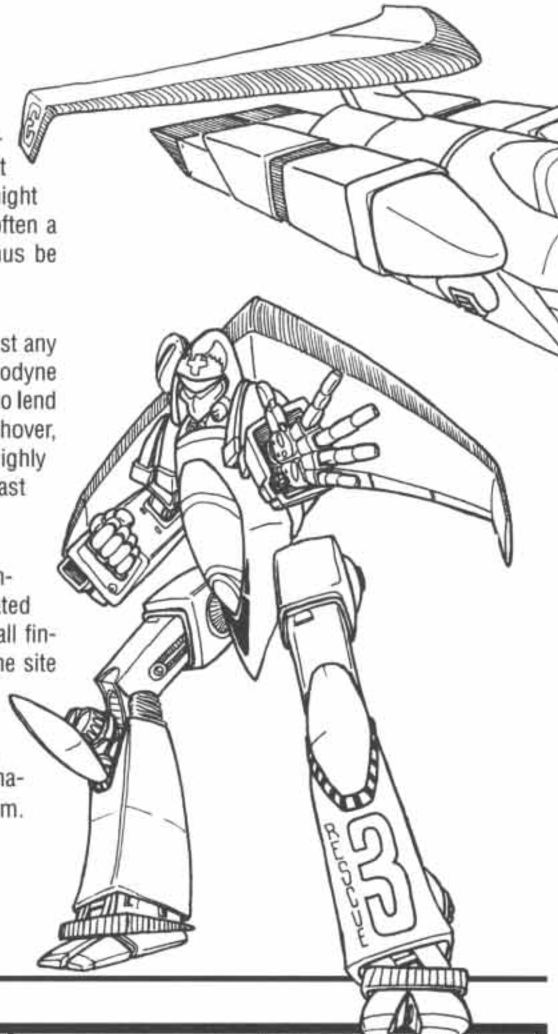
MEKTON ADAPTATION

By Marc A. Vezina and Normand Bilodeau

Sometimes, rescue can be a dangerous and unpredictable task. One is never quite sure what to expect on the disaster site, and many different abilities might be required once there. In addition, time is also often a critical factor. The perfect rescue vehicle must thus be highly adaptable, fast, and sturdily build.

The *Guardian Angel* is designed to respond to almost any kind of emergency. It can transform from a fast aerodyne shape to a humanoid frame in mere seconds, ready to lend out a helping hand. Its orientable thrusters allow it to hover, using its built-in winch to carry victims to safety. A highly sensitive sensor cluster is mounted in the head for fast localization of people in distress.

In case of disaster at sea or in space, life raft containers in its knees can be ejected and immediately inflated to provide a safe haven. If fire is encountered, small finger-mounted fire-extinguisher are used, dousing the site in foam. And if that is not enough, the arm-mounted foam cannon will take care of the situation up to 250 meters away. For sensitive situations, where a 2-meter large mecha hand is too clumsy, a smaller manipulator can extend from a mount in the left forearm.



GUARDIAN ANGEL

Name: Guardian Angel
Tonnage: 68 tons
Pilot Name: Various
Ground MA: 4
Flight MA: 16
Maneuver: -6
Action Bonus: 0
Scale: 1/1
CPs: 281.4

COMPONENTS

Location	Level	Kills	Armor	Type	Sp
Torso	HS	10	MS	0	4
Head	MW	6	MS	0	4
R&L Arms	HS	6	MS	0	4
R&L Legs	HS	6	MS	0	4
R&L Wings	HS	5	MS	0	4
Power Plant	MW	12	-	Cool	-
Hydraulics	-	8	-	Std.	-

WEAPONS

Name	WA	Range	Kills/Dam	Shots	Loc	Special
Foam Shells	+1	5	10/(10)	20	RA	Fire Suppress.

FIGHTER MODE

Cost	x0.30
Modifiers	+2 MA (Flight) -2 MV

EQUIPMENT

Name	Kills	Game Effects
Escape Pod	-	Last Chance!
Env. Prot.	-	Guards Against All Environments
Adv. Sensors	-	Find People; Located in Head
Magnetic Lens	-	See Inside Metal; Located in Head
Radio/Radar Ant.	-	Find Beacons; Located in Head
Microphone	-	Enhance Sound by Factor of 10
Damage Control	-	2, one on each Leg
Micromanipulator	-	Located on Left Arm
Spotlight	-	Illuminate up to 5 Hexes
Liftwire	-	2, one on each Arm
Thrusters	12	3LL, 3RL, 6T

SENSORS

Type	Kills	Range	Comm	Loc
Main	7	15 km	1500 km	H
Back-up	5	1 km	300 km	T

WEAPON COST

Weapons	CPs
Foam Cannon	3.12

MUSCATECH SHIELDS

By Prabal Nandy

This is actually the third set of shield rules for Battletech published in Mecha Press (the first was found in MP1, while the second was in MP10). While the first attempt was poorly received, the second one fared better and was much more playable. This third set is part of a larger series of articles (as indicated by its "MUSCATech" header) and so is published here. Players may choose which rules they use, or even mix them. As usual, these home rules are considered Level 3 rules and are not official in any way.

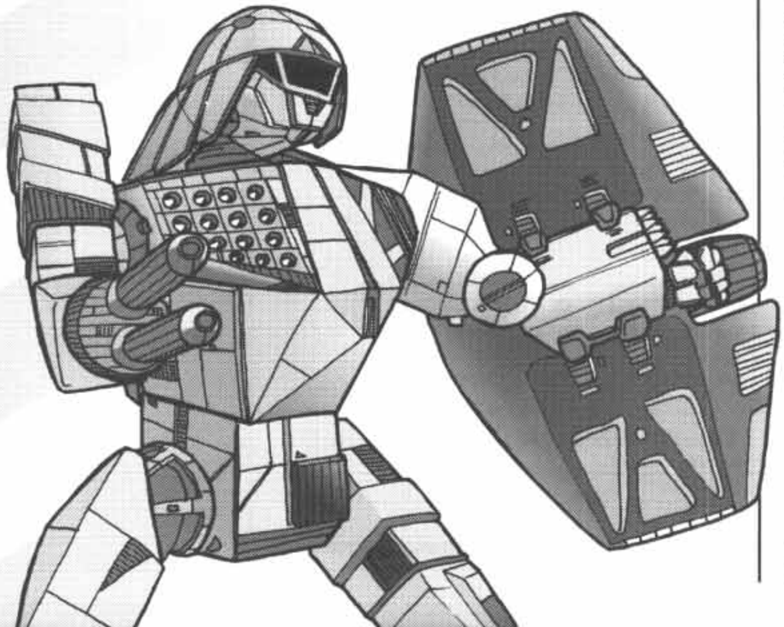
The Editor

SHIELDS

Any 'Mech may carry a shield on either or both of its arms. A shield may carry as much as double the maximum allowable armor points of the arm carrying it. For example, a 30 ton 'Mech has 5 pts of Internal structure in each of its arms. The maximum amount of armor allowed on the arm is therefore 10 pts. A shield added to this arm can therefore have up to 20 pts of armor on it.

USAGE

The shield always protects the arm it is mounted on on the front hit table. I.e., any hit to the shielded arm assessed on the front side hit table hits the shield instead. The shield takes full damage from the hits until it is destroyed or knocked off, at which point the 'Mech's arm takes the damage normally. The shield does not protect the arm from hits assessed on the side or rear hit tables.



The shield may also be used to temporarily protect a torso region. At the start of any movement turn, the Player may announce his use of the shield. Assuming the shield is on the right arm, the Player may elect to use the shield to protect the Right Torso, or the Right and Center Torsos (the Right Arm is still protected by the shield). Likewise, a shield on the left arm may be used to shield the Left torso, or the Left and Center Torsos. Any hit to these locations on the front and side torso hit location tables is assessed against the shield's armor. The shield does not protect rear torso or arm locations. Note that it is not possible to defend only the center torso, the arm-ward side torso section must also be defended.

If a 'Mech is mounted with two shields, the shields may not be used to overlap on the Center Torso.

A shield may be destroyed or removed in two ways. A shield may be destroyed when its armor is completely depleted (with remaining damage going to the hit locations normally), or when the hand actuator of the shield-carrying arm is hit. (Ex: If the 'Mech is attacked from the rear, and weapons hits penetrate the arm armor, doing a critical on the hand actuator location which is "engaged" holding the shield.) In this second case, the shield is "dropped" and may be reattached after the battle.

FIRING EFFECTS

No protected location may fire its weapons (in the defended arcs) while the shield is in use defending it. Therefore, the arm carrying the shield (though it is allowed to carry weapons) may not fire them in the forward arc while the shield is still attached. Likewise, while a torso is being defended, it may not fire any of its weapons into the forward firing arc.

SHIELD REQUIREMENTS

A shield contains up to double the maximum amount of armor allowed on the arm carrying it. The extra armor for the shield must therefore be purchased in half ton lots, though armor may be "taken" off other locations of the 'Mech and allocated to the shield as well. (I.e., the shield does not have to be "purchased" separately from the rest of the armor of the 'Mech, so therefore extra armor points that would have been wasted on the 'Mech after maxing out of armor can be used on the shield.)

The shield requires the hand actuator of the Mech, which must be present and unoccupied. Shields are therefore incompatible with MUSCATech rifles (see previous issue) for that arm. A hit to the hand critical location causes the shield to be dropped into the Mech's hex, and all subsequent hits to apply as normal to the Mech's arm.

Shields may be voluntarily dropped at the start of a movement phase, though they may not be reattached on the battlefield.

OPTIONAL ADVANCED SHIELD RULES

These rules modify the rules above by accounting for three general forms of shields, and their unique properties. The rules listed above apply to all the shields except where indicated. The generic, hand-carried shield described above will now be referred to as a Tower shield; it is presented here for comparison purposes.

The only physical difference between these forms of shields is their critical slot placement on the 'Mech. One critical slot is taken per shield, and only one shield is allowed per arm. Destruction of the shield's critical location causes the shield to fall off the 'Mech's arm, removing all the armor located on that shield from the arm.

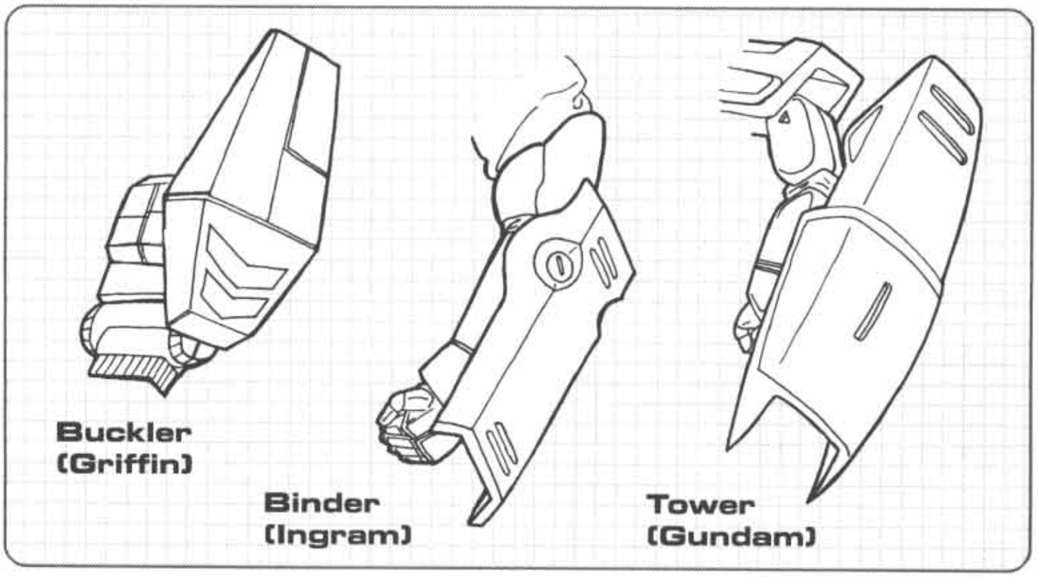
Like standard shields, both Binders and Bucklers take the damage assessed to the 'Mech's arms before it passes on to the arm proper, after the destruction of the shield. Bucklers have the additional property that hits that would normally be assessed against the head from a left or right side-attack are absorbed by the buckler. Binders, due to their placement on the 'Mech's forearm, may not defend the center torso. However, every binder has the ability to stow up to two MUSCAtech modular rifles (see Mecha Press #16) behind it. These stowed rifles are automatically destroyed once the armor of the binder is penetrated, however.

If these optional rules are not in effect, buckler shield armor points are added to the armor of the arm (with armor in excess of what that arm can legally carry, discarded). Binder shields are treated as Tower shields.

SHIELD TYPES

Name	Placement	Properties
Buckler*	Upper arm slot 5 or 6	• Protects arm (all hits) • Protects head (side hits) • Not droppable
Binder	Lower arm slot 5 or 6	• Can be used to stow rifles • Protects arm (all hits) • Can protect closest torso • Not droppable
Tower	Hand Actuator slot only	• Protects arm (all hits) • Can protect closest torso • Can protect closest torso and center torso • Droppable

*A good example of a 'Mech already equipped with buckler shields is the *Griffin*. Note that the buckler protrudes high above the top surface of the shoulder. Therefore 'Mechs such as the *Shadow Hawk*, *Battlemaster*, and *Wolverine* which appear to have buckler-like armor pieces on their arms, do not technically carry bucklers.



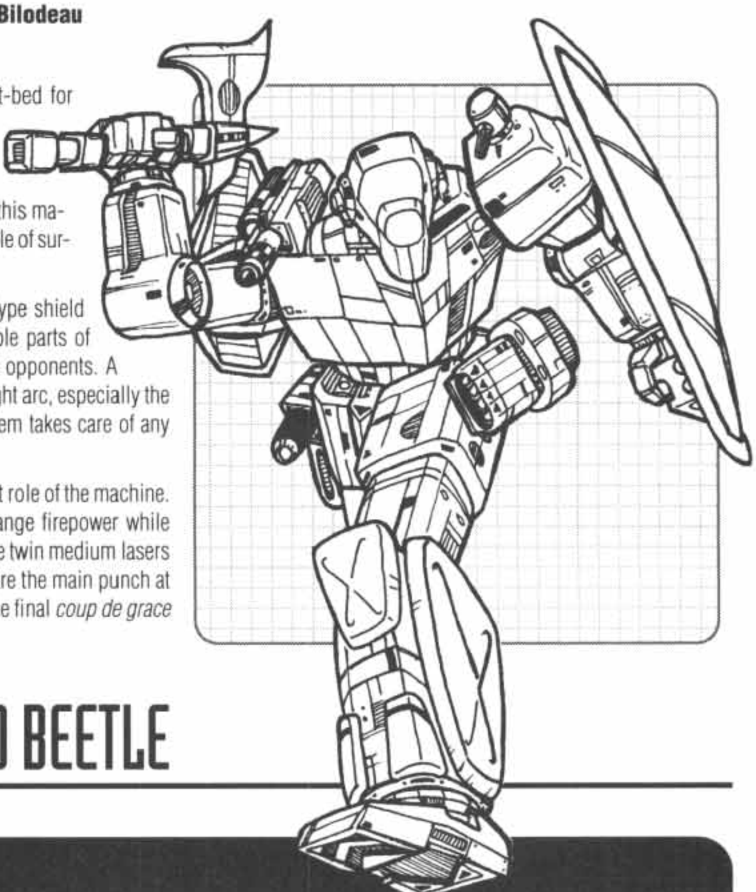
TECH READOUT

By Marc A. Vezina and Normand Bilodeau

The *Horned Beetle* is a proposed test-bed for many of the new systems currently being studied by the engineers of MUSCATech, Ltd. The presence of twin shields, one on each arm, would make this machine an excellent close-in fighter capable of surviving awesome amounts of damage.

The left hand carries a large "tower"-type shield which can be used to protect vulnerable parts of the Battlemech as it closes in with its opponents. A smaller "buckler" shield defends the right arc, especially the head unit. Finally, an anti-missile system takes care of any incoming missile flight.

The armament reflects the close combat role of the machine. The large laser provides some long range firepower while still being useable in close fighting. The twin medium lasers and the hip-mounted SRM launchers are the main punch at short range, with a wicked hatchet as the final *coup de grace* weapon.



HRB-7A HORNED BEETLE

TECHNICAL READOUT

Mass: 45 Tons
Chassis: MUSCATech Experimental-5
Power Plant: VOX 225
Cruising Speed: 54.8 Kph
Maximum Speed: 83.2 Kph
Jump Jets: n/a
Armor: Starshield-A w/shields
Armament:
- 1 ER Large Laser
- 2 Medium Lasers
- 1 SRM 4
- 1 Streak SRM 2
- 1 AMS
- 1 Hatchet

Manufacturer:
MUSCATech Ltd. (proposed)
Communication System: Undecided
Targeting and Tracking System:
Undecided

Type: HRB-7A Horned Beetle

Equipment:		**Mass**
Internal Structure: Endo-Steel		2.5
Engine:	225	10
Walk:	5	
Run:	8	
Jump:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	161 (FF)	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18/8
Rt/Lt Torso	11	14/6
Rt/Lt Arm	7	12
Rt/Lt Leg	11	22
Tower Shield (L)	-	10
Buckler (R)	-	8

Weapons & Ammo:

Type	**Location**	**Crit.**	**Tons**
ER Large Laser	RT	2	5
Medium Laser	LT	1	1
Medium Laser	RT	1	1
SRM 4	LL	1	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	0.5
Streak SRM 2	RL	1	1.5
Ammo (Streak) 50	RL	1	1
Anti-Missile Sys.	LA	1	0.5
Ammo (AMS) 12	LT	1	1
Hatchet	RA	3	3

SENSORY FEEDBACK

Welcome to *Sensory Feedback*, Mecha Press' letter column. It is intended to be a public forum for the expression of our readers, so don't hesitate to send in your letters. Because we do not have much space, we ask that letters be concise.

Send your letters to *Sensory Feedback*, 5000 Iberville, Suite 332, Montreal, Quebec, Canada, H2H 2S6. Or you can E-mail them to us at either vman@coffeehaus.com or dp9@coffeehaus.com; please indicate at the top of your post that your letter is intended for publication. If you want your name and address witheld, also write it down. Thanks!

DEAR SIR,

I have been getting Mecha Press since you first started to publish it. And I must say you have come a long way! The articles have improved and very on the numerous topics out there in the anime world.

The modeling section has been a help and I will always enjoy learning something new. The gaming section is something that is needed, and I have enjoyed since you started it. The Mekton optional rules were cool, and now with your own line of games out I can only see the articles getting even better.

As far as articles go on the various shows I would really like to see something done for **Gundam Z**, **ZZ**, and **Char's Counterattack**. Plus any of the various manga series on those subjects. Well, that is all I can think of but if I think of anything else I will write in again.

Frank Foulis

<Jolantr682@aol.com>

I don't have any manga coverage lined-up yet — perhaps I should? As for* Char's Counterattack*, check out our upcoming issue 21.* Gundam Z *is lower on my list of priority, mainly because Animag already covered it in depth (complete synopsis, mecha files, etc.).

DEAR MECHA PRESS,

I would like to start this letter by saying that I have been collecting Mecha Press since issue one and have never been disappointed by the magazine. In fact, after you listed the requirement for submitted articles, I started writing one. Unfortunately, the same subject is going to be featured in MP #15 so my article would not have arrived on time. More on this later.

Also, I am pleased with the fact that you did not change the format after issue #10. While the listing of the various mecha anime along with mecha designs and character information may not directly relate to the specific mecha gaming and modeling, it does supply background and ideas for possible gaming and ideas for mecha designs.

In a recent issue of Mecha Press, you made reference to the **Battletech** animation that was coming to television this fall. Well, I was able to view one episode of the series (it does not run in the area I am currently living in). It is fantastic, it combines a reasonably good plot line, with a nearly absolute accuracy to the gaming system. Also, the computer graphic sequences are good, not as good as **Babylon 5**, but still worth seeing.

But what does surprise me is that, what was in **Battletech**'s time slot last season (in Detroit) and is now a daily show, another mecha series called **Exo-Squad**, was never paid any attention by Mecha Press. **Exo-Squad** was kind of an American version of the Gundam saga. It deals with a war between the Humans and the Neo-Sapiens. Neo-Sapiens are a version of humanity designed to live on Mars — they are larger, faster, stronger and have better senses than humans. Fifty years ago they rebelled against Humanity but were put down with the help of a new weapon, the Exo-Suit. Now, with a surprise attack they have captured the inner planets and the remains of the human forces are fighting a guerrilla war from the moons of Jupiter. Both sides have exo-suits (mecha) and the suits are controlled by sensors attached at the base of the brain (although near the end of the series' first season, the suits are attuning to their users and can limitedly be controlled at a distance).

There is a great deal to state about the series here. Maybe this series could be the first Western mecha series featured in Mecha Press — we don't have to be absolute anime purists, do we? Also, the voice acting is very good, as it should be since many of the voice actors are also live action actors. All, in all, it is a very good series with a more mature storyline than the traditional Western cartoon.

In the middle of June, I stumbled across a minor roleplaying game, **Marauder 2107**. Despite the fact that this game was written by extreme anime purists, the fact is that the U.S. is portrayed as a loser and finally as the villain in the history. Other than this it is a reasonably good game, simple character generator and moderate combat system, although it is going to need some expansion to create any good gaming plots — little source material was provided in the initial book. This is not always a mistake for a game. **Rifts**, by Palladium Books, also has little source material in its first book and it has gone on to be a very popular game. I was writing a review of **Marauder 2107**, but since Mecha Press is also preparing a review there is little point in finishing it.

Looking forward to every upcoming issue of Mecha Press.

Ben P. Balestra

Angola, Indiana

Thanks for the praise. As you can see from the cover of this issue, we are quite ready to cover* all *mecha animation. FASA has been quite helpful when we were putting this issue together, and we will contact Playmate to try and get some* Exo-Squad *material. As for* Marauder 2107*, you'll be happy to know that Maelstrom Hobbies is releasing additional sourcebooks for the game — maybe you want to submit a review for these?

That's all for this issue. See you next time!

GET READY. GET ZETA!

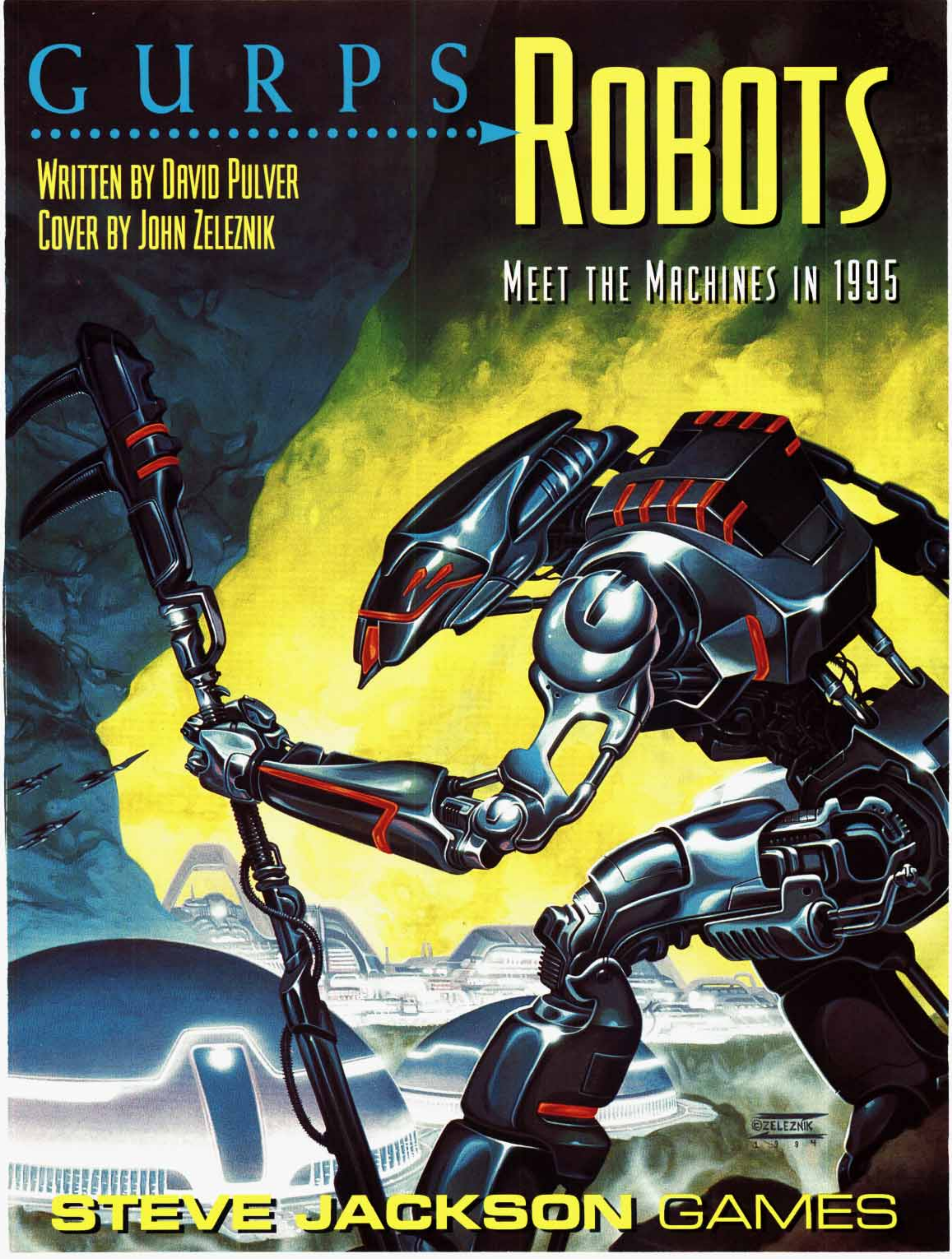
PUT REAL ANIME ACTION IN YOUR HANDS WITH THE NEW EDITION OF MEKTON!

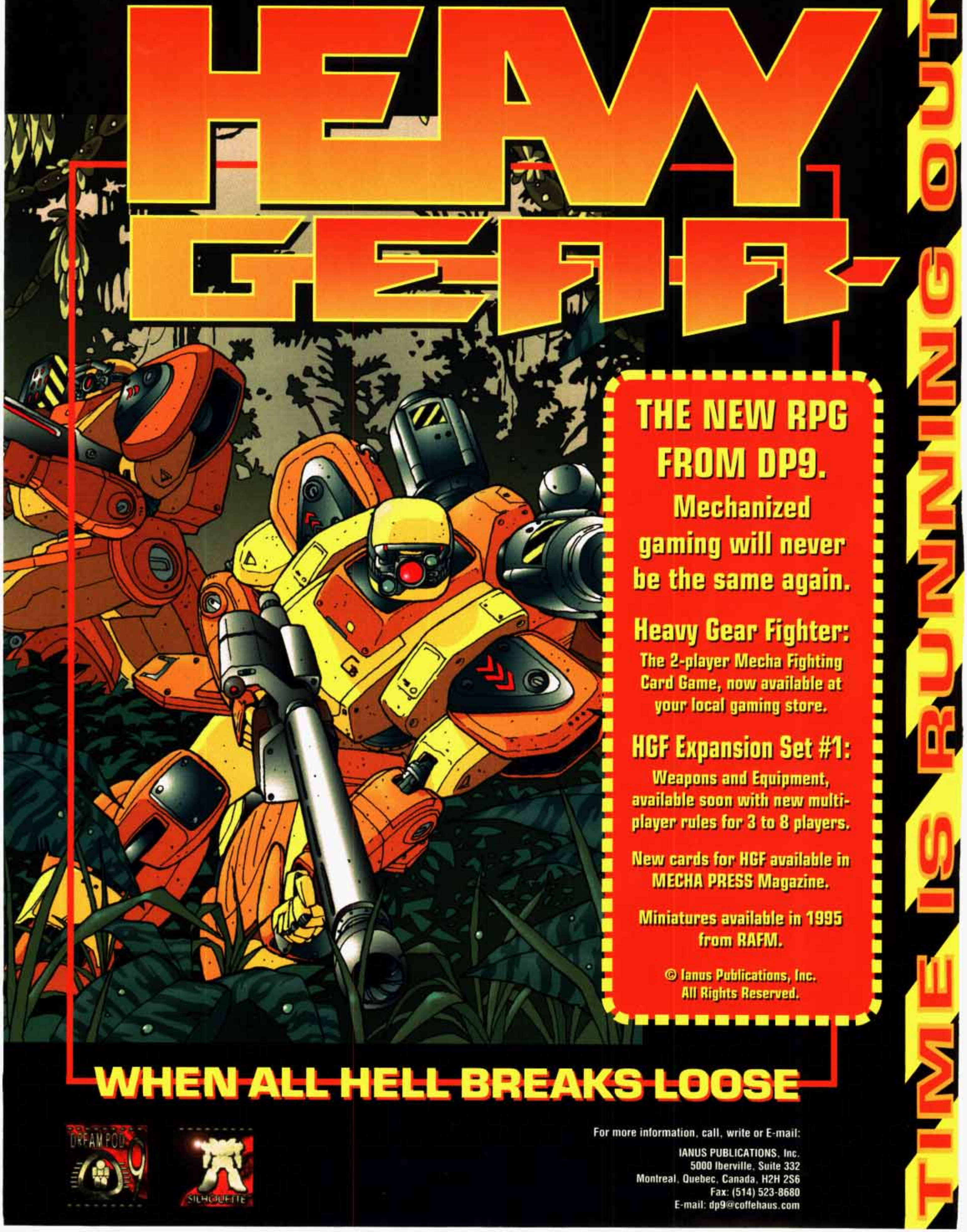
多次元機甲戦士道
MEKTON
メクトン

THE BEST JUST GOT BETTER

R.TALSORIAN GAMES, INC.

R. TALSORIAN GAMES • P.O. BOX 7356
DEPT. MP • BERKELEY, CA 94707


GURPS
ROBOTS
Written by David Pulver
Cover by John Zeleznik
Meet the Machines in 1995
©ZELEZNIK 1994
STEVE JACKSON GAMES


HEAVY GEAR
WHEN ALL HELL BREAKS LOOSE
TIME IS RUNNING OUT
DREAM POD 9
SILHOUETTE

THE NEW RPG FROM DP9.

Mechanized gaming will never be the same again.

Heavy Gear Fighter:

The 2-player Mecha Fighting Card Game, now available at your local gaming store.

HGF Expansion Set #1:

Weapons and Equipment, available soon with new multi-player rules for 3 to 8 players.

New cards for HGF available in MECHA PRESS Magazine.

Miniatures available in 1995 from RAFM.

© Ianus Publications, Inc.
All Rights Reserved.

For more information, call, write or E-mail:

IANUS PUBLICATIONS, Inc.
5000 Iberville, Suite 332
Montreal, Quebec, Canada, H2H 2S6
Fax: (514) 523-8680
E-mail: dp9@coffehaus.com